

# Assassin's Creed II

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## Game Guide

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# Introduction



This guide contains all the informations that are necessary to complete a game for 100%. It is build from the following sections:

- main plot description;
- hints that are connected with side missions;
- maps for each location;
- location of all feathers, glyphs and treasures with detailed maps and descriptions;
- the description of how to complete the Assassin's Crypts;
- economy hints (with complete list of all items, weapons, paintings and many more).

*Assassin's Creed II* is a very "open" game. That's why I'm not going to write about all possible solutions of how to complete every mission. Instead of this you have detailed descriptions of all main quests and couple of useful tips. In most of cases these tips are about how to kill silently all enemies that Ezio has to eliminate.

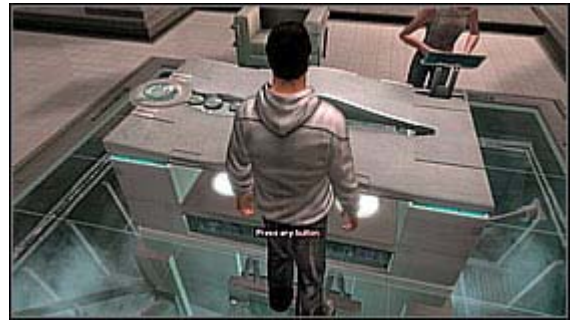
**Szymon „Hed” Liebert**

**Translated by: Jakub „jakub02” Kuchnio**



# Main Plot

## Prologue



You begin as a **Desmond** and first of all you have to **follow your companion**. [1] Use **Animus** when you will be asked to do so (press **any button**). [2]



Now we are watching memories from the past - including the birth of our new killer. We need to **move his legs (X)**, hands (**CIRCLE**), then right hand (**SQUARE**) and head (**TRIANGLE**). [1] Now we have to follow the girl (press **R1** for run). We'll see that she is killing two guards. **Now we get to the elevator**. [2]



Downstairs we will find ourselves between the boxes with some devices – **we have to run close to our companion.** [1] However, if guards will find us – just kill them z nimi (**SQUARE**). When we will get to the closed door, we have to use **Desmond** special skills on the panel (**TRIANGLE**). [2]



We are going down. [1] Eliminate guards (**SQUARE**) when it will be necessary and get to the car. [2]



In the hideout, **we must still follow our companion.** Shortly we will meet her friends. [1] **We need to talk to all people in the room** (**Shaun** and every girl). When we will finish, we have to sit on **Animus 2.0.** [2]

# Sequence 1

## Boys Will Be Boys



Now we can start our proper adventure. Target **anyone** (**L1**) and defend yourself (**R1**). You can counterattack (**SQUARE**) when they are hitting you, or just hit them without defensive position (releasing **R1**). When we will be attacking properly we will create a **sequence**. [1] You can also grab an enemy (**CIRCLE**) and hit him in many ways or just throw him. [2]



When all guys will be eliminated we have to look for some money for the doctor. **Search enemies** (hold **CIRCLE**). [1] Then go to **Federico** and activate the second mission (**TRIANGLE**). [2]



## You Should See The Other Guy



We are following our cousin (climb on the building like him – use **R1 + X**). [1] On the other side of the building jump down (**CIRCLE**) and go to the doctor. [2]

## Sibling Rivalry



Now we are chasing Federico – first, jump on the **crates**, then the **lamp** and finally on **some wooden beams**. Then **turn right** (just hold **R1 + X** steer with **Left Analogue Button**). [1] We will overtake our rival by jumping over a **wooden elevator hanging between buildings**. [2]



When we will win, we get a new quest - to climb up the **church tower**. [1] At the top of it, we have say goodbye to **Federico**. **Ezio** will decide to visit his girlfriend. [2]

## Nightcap



We are **synchronizing the first point** – as a matter of fact we will get all the details of this area. [1] We jump into the abyss (**R1 + X**) from the point of synchronization. Downstairs we will meet some enemies. [2]



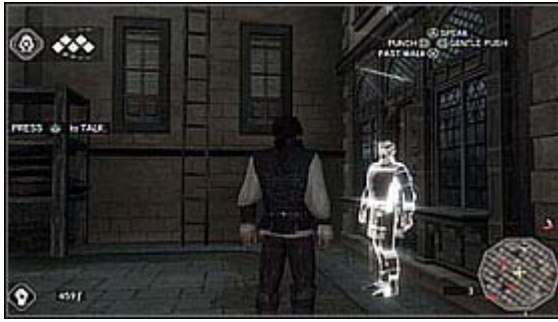
Get out of the hay and run to the target **marked on the map**. [1] Climb to **Cristina**. [2]



In the morning you will have to escape – **run into the crowd (be as far from the guard as you can - R1 + X)**. Move away from them and look for a place where you can hide (for example: hay). [1] When we will lost them, we will have to go to **Ezio's father** – he is marked **on the radar with the exclamation mark**. [2]



## Paperboy



The father will give us a **courier quest**. Run to **Lorenzo**, who is “highlighted” on the radar. Climb on buildings to get to him – there are enemies near each entrance. [1] He is not at home at the moment so **return to your father**. [2].



At this point we have three different tasks to complete. In the house courtyard **Claudia** and **Maria** will ask you for your help. [1] At the entrance you have **Petrucchio**. [2] It is good to start with **Claudia's** task.

## Beat a Cheat



A girl was **cheated by her boyfriend**, so **Ezio** will have to explain him why his behavior was not appropriate. Go to **Guccio** – we will find him near the church when he will be **kissing another girl**. [1] Of course, teach him that anyone should never mess up with the **Auditore** family. [2]



Return to home [1] and **talk to your mother (Maria)**. [2]

## Friend of the Family



Go with your mother to her friend. [1] It is a very talented painter - **Leonardo**. Take the chest with his paintings. [2]



Return to home and put the chest on the ground. [1] Now, go to complete **third task**. [2]



## Petruccio's Secret



**Petruccio** will ask us to acquire **three feathers located on the roof** – we have something about two minutes to find them. Fortunately, all objects are shown on the radar. [1] When you will complete the quest, **return to home**. [2]



Once again: knock on the door [1] and talk with your father. [2]

## Special Delivery



We must deliver three letters. First, go south. [1] **Give your shipment to the strange looking pair** [2]



Climb on the roof and go east to the second recipient. [1] **He is waiting on a small roof between two buildings.** [2]



Now go to the north. In the place, you will find a **cage with some pigeons in it.** [1] Use one of them to send a letter. [2]





Return to home for another quests. [1] Unfortunately, you will find that the situation isn't good. [2]

## Jailbird



**Go to the prison** (a large building with a tower). [1] Climb up to the roof (**use some windows and gaps**). [2]



At the top kill the guard and **climb on the ladder**. You will meet next two soldiers there, but you can avoid them. You need to get to the **tower window**. [1] Father will order you to return to the apartment for some precious things. [2]

## Family Heirloom



At home **you have to activate a special mode of view** (hold **TRIANGLE**). As a matter of fact, we'll see a hidden door. Take all items from **the box** located **secret room behind them**. [1] Leave the house - before the gate you will meet two guards. Use your sword, and control their attacks (**R1 + SQUARE** when the soldier is attacking). [2]



Run on rooftops to **a family friend**. [1] He will help you when you give him proper documents. [2]



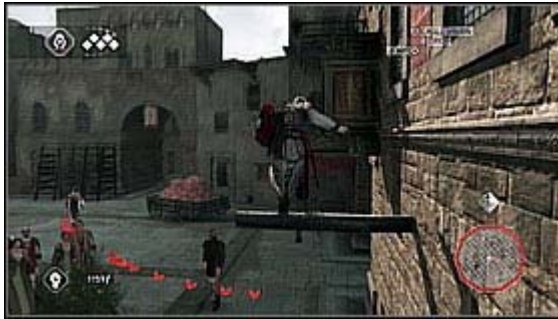
Now go to the prison. [1] Before it, you will see a gallows. Enter the **circle of light** before it. [2]



## Last Man Standing



Something bad is going to happen. Move as quickly as possible toward the crowd. [1] Unfortunately, this is not the happiest day for **Ezio**. You will not be able to do anything – just try to **escape the guards**. [2]



The easiest way to escape is to **jump on the nearby crates** and get to the roof. [1] When you will lost the chase a characteristic **Animus** anomalies will appear - the sequence is over. [2]

## Sequence 2

### Introduction



The maid will tell you where the rest of our family is. [1] Of course, **go there as quickly as possible.** [2]

### Fitting In



You will meet the first of three fractions available in the game - **a courtesans. Get close to some group** (you will be invisible to the guards). [1] Now, follow the **Paola** - no one will attack you if you will stay among people (you must be careful to not accidentally steal something from someone). You can either walk or run. [2]



The last skill, that courtesans will teach you is **theft**. To come into possession of another person's belongings **just go near him while holding X**. After taking his gold **just walk away**. As a part of the test you have to rob 5 people. [1] Then return to girls and talk to **Paola**. [2]



## Ace Up My Sleeve



Now it is time to use your father's blade. Go to the **Leonardo's workshop**. [1] Luckily, he has some extraordinary talents and he will quickly solve the riddle of your unusual weapon. The chat will be stopped by a guard. **Go to the back yard** and get rid of the soldier (**L1** and attack with one of two buttons: **SQUARE** or **R1 + SQUARE**). [2]



Now, you have to clean up after your dirty work – **put the dead body in the workshop**. [1] Now, you can move to the next task. [2]

## Judge, Jury, Executioner



It is time for some revenge. Jump on the roof and get to the square of **Santa Croce**. Stay on the edge to have a good view. [1] our target is moving to the center of the temple. We need to track his movements and try to get to the church. From the roof you can **ump off to the hay**. [2]



When you will be at the square use your new abilities – **hide in the crowd** or **pay courtesans**. [1] Get to the building from the other side - slowly move to your target, **walking among groups of people**. [2]





When you will be close enough you have **kill your opponent**. [1] Work is done but now you have to run away - there are two ways: **standard exit** or **roof**. [2]



Disappear and hide in the hay or among other people. [1] Get back to **Paola** with news. [2]

## Laying Low



Now, you have to do something with your reputation. You can do this in several ways. **The first possible thing** is to **destroy posters with your portrait** (-25%). [1] **The second one, is to convince the speakers by giving them some money** – an expensive but more efficient method (-50%). **The final solution** is to find and kill some **corrupt official** (-75%). [2]



When you will be “clean” [1] go to **courtesans**, where your family is waiting. [2]

## Arrivederci



Escort **Maria** and **Claudia** and go through **checkpoints** located in the city (guards will not cause any problems - if they will throw them some gold). [1] Near the gate you will see a large group of soldiers blocking the exit. Pay some **courtesans** and order them **to take care of the soldiers** (target soldier with **L1** and press **TRIANGLE**). [2]



Now, they will be busy and they will not even notice that you are passing near them. Follow the **markers**. [1] Sequence will end. [2]



## Sequence 3

### Roadside Assistance



Running up the road you will find two opponents and **Vieri**. You must defend your family and kill **these thugs**. [1] A moment later all soldiers will attack you, but fortunately your friends will help you. Kill your enemies. **It is very easy to finish off those who are fighting with your companions** – just come from behind and hit them. [2]

### Casa Dolce Casa



Now talk with **Mario Auditore**. [1] Uncle will show you his fortress. Then he will give you another task - shopping. [2]



Return to town and **go to blacksmith**. [1] Buy **leather pants and a dagger**. [2] Armed with your new weapon go to a nearby **doctor and get some drugs**. Now, return to the fortress and to talk to your sister. **Mario** is waiting for you in his office.

## Practice Makes Perfect



Speak with **Mario**. [1] You will find yourself at the **training arena**. You will learn how to **avoid attacks, how to counterattack, offend the enemy and escape**. At the end we will meet with the uncle. [2] After the battle go back to his office – you will find that everyone went to kill your family enemy.



Before you will follow **Mario** and his people **go upstairs** and speak with **Claudia**. [1] Run out of the town, **get a horse and go to the location marked on the map**. When you will reach the place, **head to the church and talk to your uncle**. [2]



## What Goes Around



Run with **Mario** and his soldiers under the walls. [1] When your people will take care of the soldiers, **jump over the wall (use crates)**. On the other side **open the gate with the mechanism**. [2]



Walk through the streets – **Mario** will give you some people from his small army. Command them to **attack the guards and fight with them**. [1] When the fight will be over go towards **Santa Maria Assunta**. You will meet a second group of soldiers - of course kill them all. They will be armed with maces - the best thing is to take their weapons away (**SQUARE** when the enemy is attacking you, usable only when you are unarmed). [2]



At the fountain you will meet a wounded soldier, who will tell you to go to the square. [1] There will be a fight - run to your uncle who is in the crowd. [2]



Do not engage in combat - just find **Vieri de Pazzi**. You will see him from the roof of the building. [1] The battle will start but you have to focus on **Vieri**. [2]



Runs through the crowd of fighters and **climb on the tower from the side, where there are no guards**. At the top of it move close to the victim and **kill him with your blades**. [1]



After the battle you have to return to the villa.. [1] Your friends will celebrate there but your uncle has some new plans. [2]



## A Change of Plans



Follow **Mario** and read the letter. [1] Now go to his office, where he will tell you about some ancient texts. [2]



**Climb on the villa roof and synchronize your view.** [1] TNow you have to find **four Codex pges.** All of them were marked on the map. [2]



**The first one** is next to the courtyard. [1] Another pieces can be found by opening the large map (**SELECT**). **The second one can be found in the eastern part of the town.** [2]





**The third one** is located in the western part of the city. [1] For **the last one** you have to use your horse to get to the eastern part. [2] Now return to your home for the next task.



This time, talk to **Claudia**. She will tell you about some financial problems. [1] More information about the development of the villa you will find in **another part of this guide**. [2]



Now speak with the **architect** to see what can be built at the moment. [1] Then go to **your uncle**, who is waiting in the next room. [2]



We'll know about another secret of this stronghold – **Sanctuary**. [1] Now, you can go back to **Florence** – on horse or stagecoach located in front of the gate of the town. Go and visit your old friend, **Leonardo**. [2]



## Sequence 4

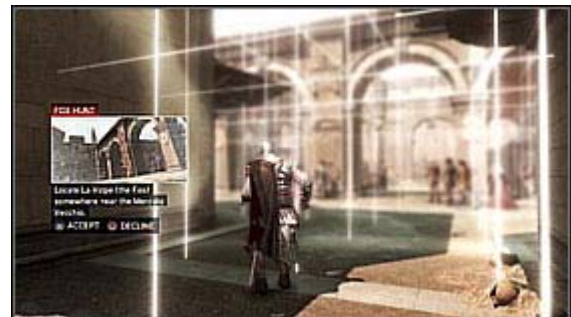
### Practice What You Preach



Go into the yard. [1] Here you can train some killing techniques. First, **hide in the hay** and attack. [2]



In the next case, **climb to the balcony** and jump on the enemy. [1] In the third situation **you will have to climb on the wall** and drop him on the ground. [2] Get back to **Leonardo**, who give you your another quest.



Run to the marked location [1], and take your next job. [2]

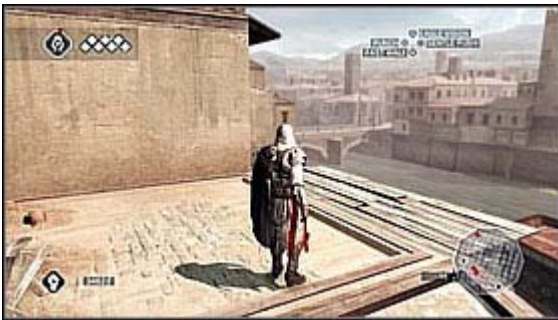
## Fox Hunt



You have to **localize our next target** – activate **Ezio's** special ability and look for a man highlighted with gold. [1] Get close to him - unfortunately, he will start to flee. [2]



Chase the thief.. [1] To stop the thug you have to sprint (**X**) and push him (the **CIRCLE**). [2]



After a brief conversation, the mission will be over, but you will get some new tasks. [1] Go down and talk to **La Volpe**. [2]



## See You There



Follow your companion and you will get to **Santa Maria Novella**. You have one minute to reach your destination. [1] To get there you can run on the ground or on the roofs - you can make it in both ways. **La Volpe** will tell you a secret. [2]



Jump over the wall and get to the temple. [1] Get close to the **shining skull and activate it**. [2]

## Novella's Secret



Your task is to pass through the catacombs of **Santa Maria Novella**. In the first room you must **use the lever located on the right**. [1] Use beams to jump over the broken stairs. [2]



On the other side (at the top) you will find **another lever**. [1] Activate it and turn yourself - you have to jump through the corridor in the middle pillar and then turn right. [2]



Now, again, you have to use beams. [1] At the top, there is **the next mechanism**. [2] Downstairs the door will open - go there.





You'll see few soldiers there. Climb using some damaged columns and wall. [1] Kill the first opponent who is near the stairs. [2]



Run up and kill another enemy. [1] Now you have to get to the **other side of the room to the next mechanism** – again you will have to use beams. [2]



**Activate the mechanism.** [1] It will appear that there is one more. You have to go up to get to it. [2]



To get to the **second mechanism** you have to use a **coffin with a skeleton that is hung on a rope** and then use beams. [1] Use the switch. [2]



You have some soldiers downstairs - you can finish them one by one, fight them with swords or simply try to sneak near them. [1] There will another person near the door – **he will start to run, so you have to chase him.** [2]



Opponent will shut some gates before your face, so you must be cautious. If he will do it, simply **find another way to pass.** [1] At the end, run on **rocks on the left** and **jump off to kill the guard.** [2]





If you will fail – there is nothing lost. You will have to kill several soldiers in the next room. [1] After the fight **use skull located near the portal.** [2] Now listen the conversation.



Going deeper into the labyrinth you will find **thee treasure – open the sarcophagus with the skull.** [1] Now, exit the catacombs. [2]



After a conversation with your companion, go to the place marked on the map. [1] Now, you are starting a new mission. [2]

## Wolves in Sheep's Clothing



Enter the crowd and move forward. [1] Here you have to kill many enemy soldiers - of course you will have to save **Lorenzo**. [2]



Along the way you will meet several fighting groups – you don't need to help every time. [1] Just before the hideout more templars will attack you [2] – watch out for **Lorenzo**. After the fight enter **the apartment** and talk with one men of your new ally



## Farewell Francesco



Go to the roof and move to the building located near a well-known prison. [1] It is much easier to climb on it from **south**. [2]



There is a guard on the scaffold – kill him. [1] Now climb a bit higher, but do not use a ladder – grasp the edge of the wall in the upper part of the building (there is a lot of enemies). [2]



To avoid soldiers **move in that position to the right**. [1] At the end, climb up and **run to your target**. [2]





Your enemy will panic and he will jump into the abyss. [1] Follow him, but do it from the place where **pigeons are sitting**. [2]



Again, follow your target – he will jump on the roof, but there you should catch him. [1] Listen to the confessions of the **next victim**. [2]

## Sequence 5

### Four to the Floor



Speak with **Lorenzo**. [1] You will get new names and targets. [2]

### A Blade with a Bite



First, we visit our old friend– **Leonardo**. [1] Of course, he will be able to add something new to our equipment. [2]



Now you have to go back to **Monteriggioni** and to the family villa. You can travel there by a very fast **stagecoach**. [1] When you will be there, speak with **Mario** – he is in the office. [2]



## Evasive Maneuvers



Your uncle will decide to teach you a few new tricks. [1] You will learn all secrets of **avoiding enemies hits and taking their weapons.** [2]



In a brief conversation, you will learn what to do next. [1] Ride to **San Gimignano.** [2]



You can choose four tasks here. First, go east and talk to the man near the church. [1] He will tell you the location of your first objective. [2]



## The Cowl Does Not Make The Monk



**Stefano** is in a **nearby church**. Get close to him and **use your vision** to see if there is no nearby enemies. [1] Go on the roof when you will be sure that you are safe. [2]



Your target is walking under the roof between the columns – **lookout for him with your vision**. [1] Killing him will be easy - look for places with **pigeons** (southeastern part of the building) and jump into the **hay** located on the ground. [2]



Sitting there, just wait for the right moment. [1] When **Stefano** will pass near you **kill him and run through the nearby exit**. [2]

## Behind Closed Doors



**The next quest** you will receive **at a small farm in the north**. [1] You will have to command and lead some soldiers - send them to the group at the fortress gate and go to the eastern side. There are several buildings, that will help you to climb on the walls. [2]



Hire some mercenaries and command them to attack groups near the building. [1] No one will try to catch you so climb on the building and eliminate the archers. Then jump on the wall and turn left. [2]



Run to the gate and eliminate your enemies. Go through the tower [1] and on the other side jump off to get near to the door opening mechanism. [2]



Soldiers will start to fight what you can observe from above. [1] Of course, get down to help them – your target will also appears in the crowd. **Find him and kill him.** [2] The next two quests must be completed in the town.



## Come Out and Play



This task we will get near the **church**. [1] Go to the proper location but try to keep the distance, for now. [2] Use rooftops to get closer – you will have to eliminate one archer there.



Target **Bernardo** with **Ezio's vision**. [1] There is one way to kill him without a problem. First, **hide in the nearby hay**. [2]



Now you have to get to the **well** – some **groups of people** will help you with that. Before you move, **check whether a group of guards is far enough**. [1] Run to the crowd. [2] In a proper time go to the well.



Killing your enemy from that position should be easy - just wait for him. [1] Now you have only to escape and that shouldn't be a problem. [2]



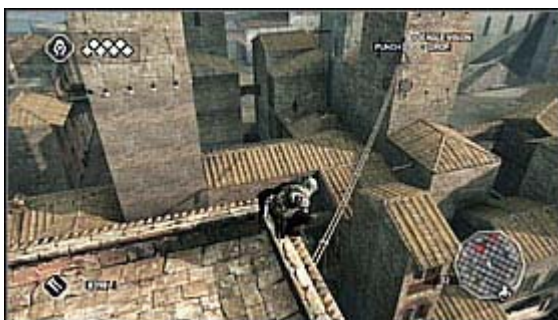
## Town Crier



The last target is near the **Santa Maria Assunta**. [1] **Antonio Maffei** is at the top of the tower. To catch him, you must **deal with some archers located on all of the lower towers**. Start killing them from the north [2]



Climb on the tower and eliminate your enemies. [1] You can also, of course, just dump them down. [2]



Now use a rope to get to another object. [1] Climb using elements that are visible on the wall. [2]





Eliminate your enemies. [1] Enter and kill your opponents too. [2]



Now you need to get on the smaller tower in front of you. [1] The safest method is to go down and climb on it. Then take care of other soldiers. [2]



Finally - the main tower, where your target is hiding. [1] Use rope to get there. [2]



Jumps on a wooden bridge and just throw down all surprised guards. [1] **Antonio** sits at the top – now he is completely alone. [2]



After the job jump and hide in a hay. [1] Climb on the nearby building and get close to the highlighted space. [2]



## With Friends Like These



Locate **Jacopo** (use your vision). [1] Then get down to the street and **track your target discretely**. [2]



To pass the guards at the gate, you can **throw them some money**. [1] Outside the city more guards will join **Jacopo** so you have to remain focus. You can follow him while standing on the walls too. [2]





Just before the restricted area **go and hide between trees and columns** – **Jacopo** will get close to you. [1] When he will come to your place you will see the meeting. [2]



You will be caught for the moment, but it is simple to escape. [1] **Jump to dying Jacopo** and kill him. [2] Now, escape other soldiers and finish this memory sequence

## Sequence 6

### Road Trip



We are going back to the town [1] to **Lorenzo**. [2]



Now, go to the **Leonardo's** workshop. Unfortunately he's not at his home at the moment. [1] Use horse to follow your friend (**go to the mountains**). [2] When you will be at your destination, approach the cart and help the painter.

## Romagna Holiday



Unfortunately, it will appear that your enemies are chasing you. Soldiers will try to jump on a coach – get close to the rocks and try to **throw them off**. [1] When an enemy will manage to climb on a coach, **turn left and right trying to knock them off (be careful to not fall down)**. [2] If this will not help **throw them off manually (by pressing KÓ&KO)**.



At the same time try to **avoid any obstacles**. At some point, you will have to cross over a burning bridge - fiery arrows could be a problem too. [1] When you will get back to the river, **Ezio** will decide to deal with opponents. [2]





A good idea is to catch opponents (**CIRCLE**) and cut their throats. [1] Soldiers equipped with armor should be killed in another way - **press X** when they will attack **SQUARE** (**without holding R1**). [2] After the battle run to the bridge.



You are in **Forli**. [1] Go to **Leonardo**, who is standing near the ship. [2] Speak with him.

## Tutti a Bordo



We have to save a lady trapped on the island. **Take a boat located nearby.** [1] Sail to **Caterina** (using a paddle – **CIRCLE** and **Left Analog Button**). [2]



Take woman to the docks. [1] She will help with a chat with the captain. [2] **Go to the ship** and sail to **Venice**.

## Cut Scene - Training outside Animus



We are controlling **Desmond**. Talk to other people. [1] Later **you will go downstairs to train some new skills**. [2]



We need to activate **four buttons**. Do not pay attention to the hallucinations. **The first and second buttons** are on the lower level (**on both sides**). [1] **Two others** are on the **upper platforms** (on both sides of the magazine). Get to them using shelves and the ladder. [2]



When you will turn on all the buttons, go back to **Lucy** and follow her. Some strange thing will take place in the corridor. Surprisingly we will control our old friend – while entering the castle. [1] Probable target will appear – **we are chasing him using roofs and walls**. [2]





You will get to the tower - the doors will be closed. [1] Climb up. At the top, watch some mysterious events. [2] Then jump into the abyss.



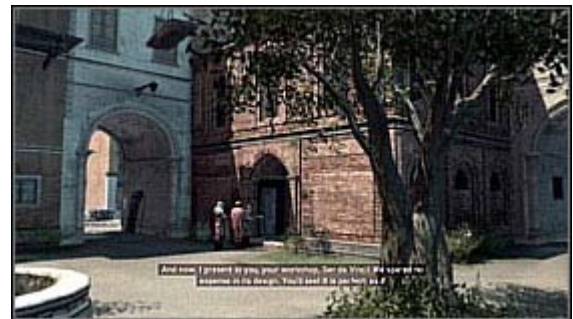
**Desmond** will wake up, so go back to your task. Speak with **members of your team**. [1] When you will be prepared, sit on the couch and **use the Animus**. [2]

## Sequence 7

### Benvenuto



Speak with **Leonardo**. [1] **Alvise** will take you on a short **Venice** tour. Follow his footsteps [2] You will watch an unpleasant incident at the bazaar.



When you will be visiting the fortress you will learn some interesting things about how soldiers are dealing with citizens. [1] In the end you will find yourself near new **Leonardo's office**. [2]



Go to the place marked as a location of your next target (the villa that you have watched couple of minutes ago). You will see that some thieves are robbing a girl. [1] You must help her. [2]



## That's Gonna Leave a Mark



First you have to deal with some soldiers. [1] Now, **chase the woman (look out for patrol guards)**. [2]



At some point, she will stop – **you must help her now**. [1] Thieves will help you now – they will focus on guards. [2]



**Pass guards that are standing near the bridge** and get close to the river. [1] Woman will be in gondola - you need to **protect her from archers**. Climb up to them and kill some enemies. [2]





Soldiers are standing in visible places where you can get very easily. You do not have to finish all targets, many of them will not cause any problems. Last two enemies are located at the seaside. [1] In the end you will get to the thieves hideout. [2]



**Take the girl out of the boat and bring her to the table located nearby.** [1] A doctor will appear - you need to help him with minor surgery. In proper time, we attach gauze (**CIRCLE**). Now, speak with **Antonio** [2] then **knock on his door**.

## Building Blocks



In a brief conversation **Antonio** will give you a strange brew and then he will instruct you to go to some of his people and look for the job. [1] You can start with a **girl**, who **is standing next to the door**. [2]

## Monkey See, Monkey Do



You will learn a special climbing technique. First, **Francesco** will present it. [1] Then you have to **try on your own** (when you are hanging on the wall holding **R1** press **X** and then **CIRCLE** to catch something above). [2]

## By Leaps and Bounds



**Rosa will challenge you now.** You have to go to a nearby cathedral. [1] **Speak with the girl.** [2]



You must climb to the top of the tower. The easiest way to start **near the place where you are standing** – climb on the gate. [1] Then move to the right - there are small gaps in the wall, so you can use them to climb to the top. [2]





At the top, go to the tower. [1] Jump on it and climb up using your new technique. [2]



At the top enter the bright circle. [1] Jump down and talk to **Rose**. [2]



## Breakout



To get the second mission you must go to a thief that is standing on the roof. [1] **Ugo** will ask you to release his friends. First, **go to the north-west and watch the situation that is happening near the cage with prisoners.** [2]



Soon, guards will go away - only two will remain. Then **go down and land on the cage.** [1] Murder a guard and free prisoners. [2] Obviously it will alarm other soldiers - fight with them.



Your new friends are very agile thieves, **so you can immediately begin to climb** – fter a while they will follow you. One thing you have to avoid are archers. Soon you will be at the **proper location.** [1] Now you have to open a second cage - use similar tactic. [2]



With the second group of freed thieves you have to run on roofs to **Ugo** (eliminate one or two archers). [1] Leave prisoners at secure location. [2]



**The third cage** will be guarded by **two guards**. [1] You have to stand at the edge of the roof and perform spectacular, **double murder**. [2]



Free these thieves and go to **Ugo**. [1] You need to go to the docks for the next mission. [2]

## Clothes Make the Man





Your task is to steal guards clothes and boat. Run across rooftops to the nearest **chest** marked by **Ugo**. You can open it in two ways: **distract the guards with the help of the thieves**, who are standing in front of them [1] or **sneak from the riverside**. In the second case you won't have any problems and any costs. [2]



**Second chest** is located to the east. Your work will be a bit harder here. [1] Fortunately, you can use **thieves** – pay them and they will **distract your enemies**. [2]





**Third chest** is well guarded too. [1] However, you can **gold from the roof** – uards will start to collect it and then you can take all things. [2]



Finally, you'll have to get to a nearby boat. Try to avoid the guards, simply **jump to the gondola and then quickly sail away**. [1] Guards do not here bows here so they only can throw stones. Go to your friends and give them your boat. [2]

## Cleaning House



Get back to **Antonio**, who will give you details of the next mission - the elimination of some traitors. [1] The nearest one is **located in the north on a large ship**. [2]



It is not particularly difficult to get rid of him – swim to the stern. **Then climb on the boat in a place where there are no railings**. [1] Wait for the enemy and murder him. [2]





Guards will be alarmed but it will be enough to **jump into the water**. [1] Of course you can also eliminate all enemies in all ships. In this case, start from smaller vessels. **Second target** is south-east from here - there should be no problem with him, he will attack you alone. [2]



**The last traitor** will be more cautious - he moves along with his soldiers. Fortunately, there is a simple way to kill him. **Look for a place under which you will find hay**. [1] ump to your hideout and turn to the fish market - use the vision and you should see your target. [2] Wait patiently – **after a while, he will come up**. Then do your job.

## Everything Must Go

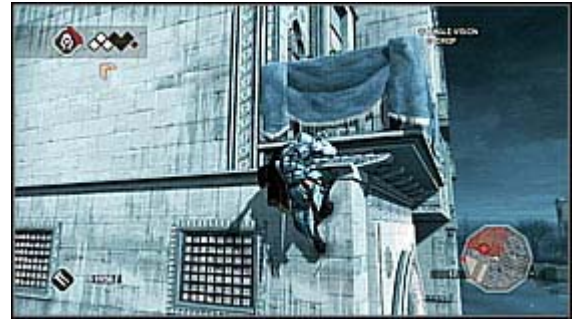


Return to **Antonio** and start your final mission. Talk with your friends. [1] The first task is to eliminate **5 archers that are guarding the villa**. Begin your "party" from the north. [2]



**First archer** is on the roof. You can kill a second one by throwing him into the abyss. Now, move on to the south and kill another **three objects**. [1] Go and meet the rest of you comrades at the proper location. [2]





Now, you have to kill your target that is inside. You can get into the house in several ways, but I will recommend you to start from the **eastern wall**. First, kill the archer that is standing on the building on the other side of the river and then climb on the tower. [1] At some point turn north and climb further. [2]



On the roof eliminate **four guards** and then go down from the **south**. Jump on your target and walk away – leave other soldiers. [1] Now talk with thieves and end this sequence. [2]

## Sequence 8

### Necessity, Mother of Invention



You are going to a new district of Venice. Go to Santo Stefano. [2]

### Birds of a Feather



You need to listen to a **Templars conversation**. Move between people that will help you not to arouse any suspicion. [1] Now hire **courtesans** and go to the bridge. [2]



Then hire a second group of **group of women** and move on - focus on the soldiers on the road. [1] You will find yourself in a large square. [2]





Follow your enemies and hire some thieves that are wandering here. When Templars will be under the gate guarded by some soldiers **order to distract them.** [1] Wait around the corner. [2]



Follow these officials and run to another bridge - guards will come from the opposite direction, so **jump into the water.** [1] As soon as soldiers will pass you, hide between courtesans around the corner. [2]



Once again **hire girls** to distract the guards. As a matter of fact you will be able to listen the conversation. [1] **Hide among other people** and wait until the Templars will be moving forward. [2]





Around the corner they will stop for a moment **so do not get too close**. [1] Targets will soon move on - run and hide in a group of people before they will get close. [2]



Hire **courtesans** – they will distract many guards at one time. [1] When you will be at the next bridge **stop for a moment**– Templars will again look around. [2] You will hear the whole conversation - then **Ezio** will lose his opponents. Now go to the villa and speak with **Rose**.

## If At First You Don't Succeed



Speak with **Rose**. [1] Follow **Antonio** he will lead you to the palace. [2]



Climb on a nearby tower [1] and then to the another one. [2] Now you can see the whole palace.





Go down to the street and enter the nearby **basilica**. [1] **Antonio** will advise you to climb up on it so do it immediately. [2]



On the roof of the basilica run to the fence. [1] You will learn that it is almost impossible to get to the palace in a conventional way. Fortunately, **Ezio** will remind himself about **Leonardo** – go to his workshop. [2]

## Sequence 8 – Nothing Ventured, Nothing Gained



Knock to **Leonardo** door. [1] **Test the flying machine**. [2]

## Well Begun is Half Done



Machine will require some heat. Our task is to get rid of the guards in four areas, so that **Antonio's** people could light a fire. The first guard is near us - two others on the **edge of the bridge**. [1] Run east for more targets – **two soldiers** are on the board. [2]



**A third**, much larger group of enemies is on the rooftops. [1] **Last two enemies** are standing near the water so we can kill them from the river. [2] When the quest will be done, climb and go to the point marked on the **radar**).



## Infrequent Flier



Time to use the flying machine. **Left Analog Button** will help you with steering. Press **L1** to enemies and hit them. Of course, the most important thing is to fly **near fire**. [1] Keep close to the **river**. [2]



When you will find yourself outside the channel use campfires located in the villa. [1] Then get back to the river, towards the burning ship. [2]



At the end use last campfires [1] and get into the palace. [2]



You are on the roof at the moment. **Immediately turn right and hide near the chimney.** [1]  
Climb on the building and jump down on the guard. [2]



Kill other **two archers** in a very similar way. [1] Now go to the end of the roof and go down near the fence. As a matter of fact you will find yourself in the palace. [2]



Your target will try to run away. Follow him of course and ignore all guards. In the courtyard jump on him and do your job. [1] Now you have to do something with guards [2] or just escape through the nearby door.



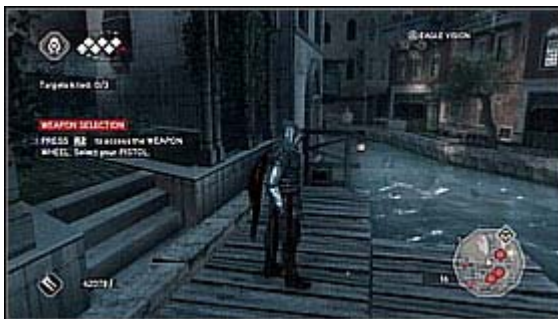
## Sequence 9

### Carnevale



Go to **Leonardo** [1] and speak with him. [2]

### Knowledge is Power



In this short chapter you **will train how to use a gun**. Go to the shooting area located near the canal. [1] Target and destroy all three “opponents”. [2]



Go back to **Leonardo**. [1] After a short conversation go to Antonio. [2]

## Damsels in Distress



You must **do something with one murderer**. It will not be a very difficult task, because he will stop next to the house. Simply use your **gun**. [1] Then go back to **Antonio**. [2] DHe will tell you how to find your next target.

## Nun the Wiser



Follow **Theodora** and **Antonio**. [1] You will come to the stage where the contest will be announced. You can win a **gold mask** here, which will guarantee you an entrance to a biggest party in town. [2] You have to win **four mini-games**.

## Ribbon Round-Up



**The first is near us – close to the river.** [1] Its about getting as many ladies ribbons as you can. Just **run from one group of women to another and rob them**. [2]



## CTF



Next game is in the **western part of the district**. [1] You will have to take some flags and move them to the base. Your opponent will try to stop you. [2]



Healing Potions will be handy here. At the beginning of each round, **run towards the target**. From the edge of the building under which the flag is located, simply jump down. You will lose some life, but you will be first for sure. [1] **Go back onto the roof**. [2] You should be fast, because the enemy can take the flag at any time.



The party is not very difficult, you can always **take the flag from the opponent**. [1] In addition, you can use their aversion to water - when you will jump into the water the chase will be suspended for a few seconds. [2]

## And Ther're Off



**The last discipline can be found near the ship. [1]** This is hard race. First, you run across the street. [2]



Then start jumping using some various elements on the right wall. [1] After a few seconds turn left and jump on the white building. [2]





Go around the corner. [1] After a while we climb on the roof and use ropes. [2]



Return to rooftops and run again. [1] At the end jump into the water, get out of it and run. [2] The race will end when you will reach the ship.

## Cheaters Never Prosper



Finally, we can begin **final discipline**. [1] Your task appears to be very simple – win with another players using your feasts. [2]



After a moment **Dante** will fight with you but he won't be a problem too.. [1] Unfortunately, **Silvio** will send some **soldiers against us**. At this point, you have to disarm them and finish with their weapons. [2] You will not get the mask now. Get back to **Antonio**.



## Having a Blast



We need to get the **gold mask**. Run through the streets of the marked area and look for **Dante**. [1] He will be walking somewhere. **Hide in a nearby group of courtesans** and wait until he will pass near you. [2]



Now get close to women that are walking behind him. [1] Get close and rob him (standard procedure), then run away [2] and go to the party.



When **Ezio** will be at the proper place he will change masks. You can pass through guards now. [1] You will meet **your sister**, who will suggest to hide among girls. [2]



Few moments later, **Dante** will appear and will command to search for **Ezio**. Hire a girl and try to avoid guards with their help. [1] After one minute your target will appear. [2]



**Marco** is in a boat surrounded with many soldiers. You have your precious gun so use it. Hire a courtesan and go with her to a wall near the boat. [1] Now, target **Barbarigo** and shoot him. [2]



Now you must disappear. Just jump into the water and swim to the other side. [1] Now, go back to your sister and **Antonio**. [2]



## Sequence 10

### Force Najeure / An Unpleasant Turn of Events



Messenger will bring a news that **Antonio** wants to see you. [1] Of course, go to his villa. [2] After the conversation go to military district and talk with your potential ally.

### Caged Fighter



You will find a wounded soldier there, who will send you to another place. [1] **Jump on the roof and go there.** [2]



Go north until you will reach the water – you will find many guards here. Two of them are attacking **from the chimney**. [1] The third one is located a little farther, so **throw him into the water**. **D'Alviano** is in the cage. [2]



**Jump on two guards and kill them.** [1] The next two you have to murder in combat. Later you can **free the prisoner.** [2]



Jump on two guards and kill them. [1] Run with a new companion to the city and try to **avoid guards.** [2]



You will see a bigger groups of guards near your target - of course you can kill them. Fight with two soldiers and their captain. [1] Open the gate and then enter the courtyard. [2] Then talk with your new companion.



## Leave No Man Behind



Your task is to free some mercenaries. Go to the appropriate place - you will find more large cages there. [1] **Climbs onto the roof and remove guards near the door.** [2]



Release mercenaries - some of them will decide to join us. Move with them along the shore to the another prison. When you will be close **send them to fight with the enemy patrol.** [1] Climb on the **building and move close to the water** – eliminate two enemies that are **standing near the tree.** [2]



Now, help your subordinates to deal with the army [1] and release another group of prisoners. Your troops will be much more numerous now – **o with them to the last prison.** There, **eliminate all enemies and free the rest of mercenaries.** [2]

## Assume the Position



Return to the leader. [1] He will present his attack plan. First, go with a group of mercenaries and eliminate **four enemies**. [2]



Enter the alley - a few warriors will wait for a signal here. [1] With the rest of them run to the **second point**, and do the same – finish off your enemies and talk to your inferiors. [2]



The third point is located near the doctor. [1] Kill all enemies and replace them with your guards. [2] Sequence **D'Alviano**.



## Two Birds, One Blade



You need to give a signal to all soldiers, so go to the highest tower in the area. [1] Use wooden stairs to get to the top. [2]



D'Alviano will need your help – jump down into the water. [1] Here, kill two enemies in heavy armors. [2] Just dodge the blows and then attack.



Now it is time to chase **Dante**, who is fleeing to the Templars hideout. From the roof you will see that there is a bloody fight down there. [1] Jump down and kill all enemies. [2]



Now you have to fight with **Dante** – it will be enough to dodge his blows and counterattack. [1] At the end you have to **stop two fleeing Templars**. You can kill them in a standard way and then deal with other soldiers. However, there is a **better way to do it** – they are running to the vessel, so instead of chasing them jump **into the water**. [2] Go to the second ship.



Proper ship could be recognized **by the ladder**. Get close to it and stand in the middle. [1] If you were fast, few seconds will pass before your targets will appear. Kill them fast. [2]



## Sequence 11

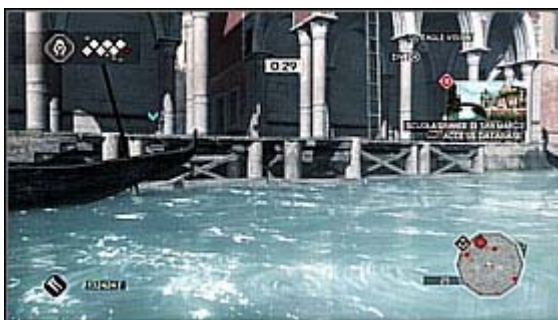
### All Things Come To He Who Waits



Go with **Leonardem**. You are going behind him and we are talking all the time. [1] Go to the eastern district to watch the arrival of some vessel. You will see uncle **Mario**. [2]



You must follow courier and try to be at a **proper distance**. [1] First go to the wall, kill the archer and jump on the rooftops. Go further. [2]



Follow the enemy – pass the temple and another roofs, at some point jump down into the water. [1] Then wait for a moment, because the enemy will be suspicious. [2]



A little further **hire thieves to distract the guards**. [1] Follow the courier and climb on the building. [2]



Continue your mad chase. Courier will be running in the alleys [1] and jumping on the buildings [2]





Soon he will be at the proper place. Now you have to **take his place**. Unfortunately, the guards will not let us in, so we can either **use courtesans** to disrupt their attention or **get there through the back yard**. In the second case, jump into the canal [1].



**Get close to the boat and go up using its windows.** [1] On the other side **go down and murder the messenger**. Take his clothes. [2]

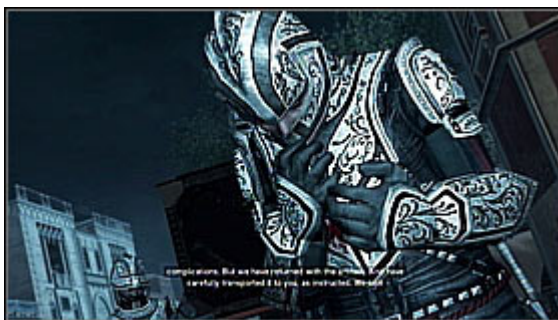
## Play Along



**Take the box with the artifact** and listen to the orders. [1] Follow him. [2]



It is particularly important **not to push other people that are carrying boxes** [1] - if you do so nearby guards will be mad. This does not mean the end of the task – **try to push them very gently, take the box and run to the officer.** [2]



During the talk, you will have two opportunities to finish the guard but it is not necessary. [1] After the conversation you will fight with **Spaniard**. [2] In this fight it is much better to dodge and then attack. This is not a very difficult task, but few moments later it will be more interesting.





Your enemy will call on his helpers. Again, **focus on dodging, not counterattacks.** As a matter of fact nobody will be able to move. [1] You will see your friends in the action now. [2]



In the next battle leave **Spaniard** and help the others. Enemies that are busy with fighting with your allies can be killed with a **blow in the back**. [1] **Eliminate all weaker men** and then focus on the main Templar. [2] He won't have any chances.



**Ezio** will talk with his companions [1] and later he will be marked. [2] Finally, jump from the tower and finish the sequence.

## Sequence 14

### Veni, Vidi, Vici



For a moment you will go back to **Desmond**, who will immediately decide to know something more about **Ezio**. Return to the villa - unfortunately to go forward you must have all **30 pages of the Codex**. [2]

### X Marks The Spot



When you will gather the necessary material go back to the mansion and talk with the group. [1] Now you have to place thirty pieces of codex on the wall using a special vision. [2] First, **match the edges** – they must create a "frame". Then do the rest. The whole should be similar is to a **world map**.



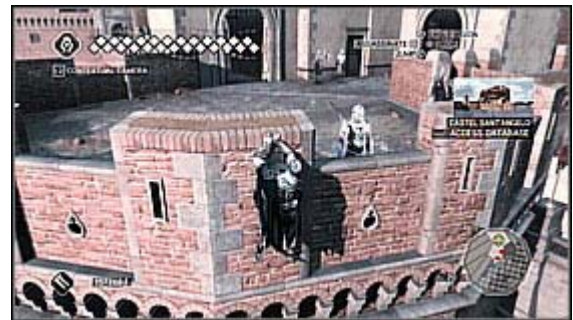
After a long conversation you need to talk with **Mario** in his office. [1] He will send you on a mission to **Rome**. [2]



## In Bocca Al Lupo



Climb on the **first beam** and jump to the next one. [1] Use a wooden platform to jump back to the tower. [2]



Go to the top [1] and deal with the soldiers. [2]



Use the **lever** and go through the gate. [1] On the other side kill two enemies and climb up using the boxes. Murder the second enemy and activate the **second switch**. [2]



Now you have to fight with some enemies and then climb on the tower. [1] Use a horse to get to the abyss and **deal with other soldiers**. Now go further. [2]



Kill the next patrol and climb on the tower (you will find some guards on the top). [1] Jump to the other side and repeat the same activity with the next tower. [2]



This time, **kill your enemies silently**. Hide in a hay [1] and **pull a soldier inside**. **Run to the second point, and do the same**. [2] Repeat the procedure with the patrol. Climb on the next tower.





At the top, finish your three enemies and then jump down to kill one more guard. [1] Next you will have to deal with two soldiers and then fight with a large group that will come soon. [2]



Jump on a building and then on a footbridge. [1] Then go to the mechanism. [2]



Get into the room with monks, they will grant you anonymity. **We are starting with a group that walks in a circle.** [1] Get close to the guard near the **switch**. Kill him and use the lever. [2]



Around the corner the situation will be very similar, except that the monks are standing and guards are walking. Observe their route and then follow the soldier. [1] Turn left. [2] Use the **switch** and quickly enter the church.

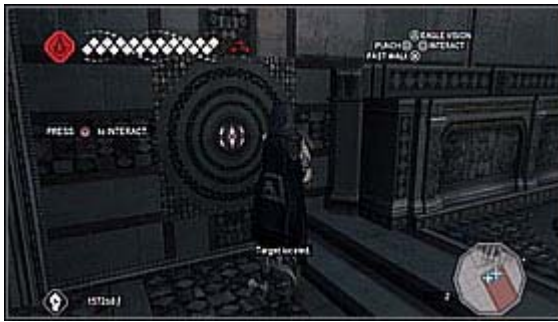


In the church **use the footbridge to get to the right side**. [1] Use scaffolding and ropes to continue your “journey”.



On the last footbridge you will be in a **convenient position for the murder**. [1] Unfortunately, it will appear that a surprise is waiting for us. **Attack the enemy only when Ezio's** clones will be fighting with him. [2]



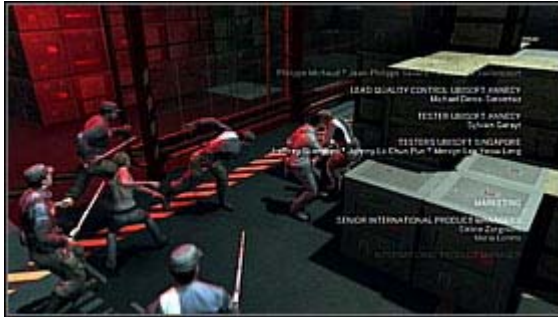


After the battle **activate two buttons located near the altar** to open the passage. [1] Now go through the corridor. [2]



Time for a next fight. Your opponent is **extremely weak, so just counterattack**. [1] In due time you will be able to finish him by pressing **SQUARE**. [2] Go to the chamber and observe what will happen.

## Epilogue

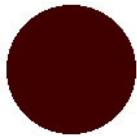


Follow the girl and kill your enemies. [1] More opponents will be waiting around the corner - you can **take their weapons, counterattack and many other things**. [2] At the end **run to the truck**.



# Cities - General maps

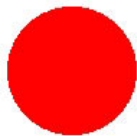
## Legend



Viewpoints



Codex Pages



Treasures



Feathers

1

Feathers numbers - more detailed description

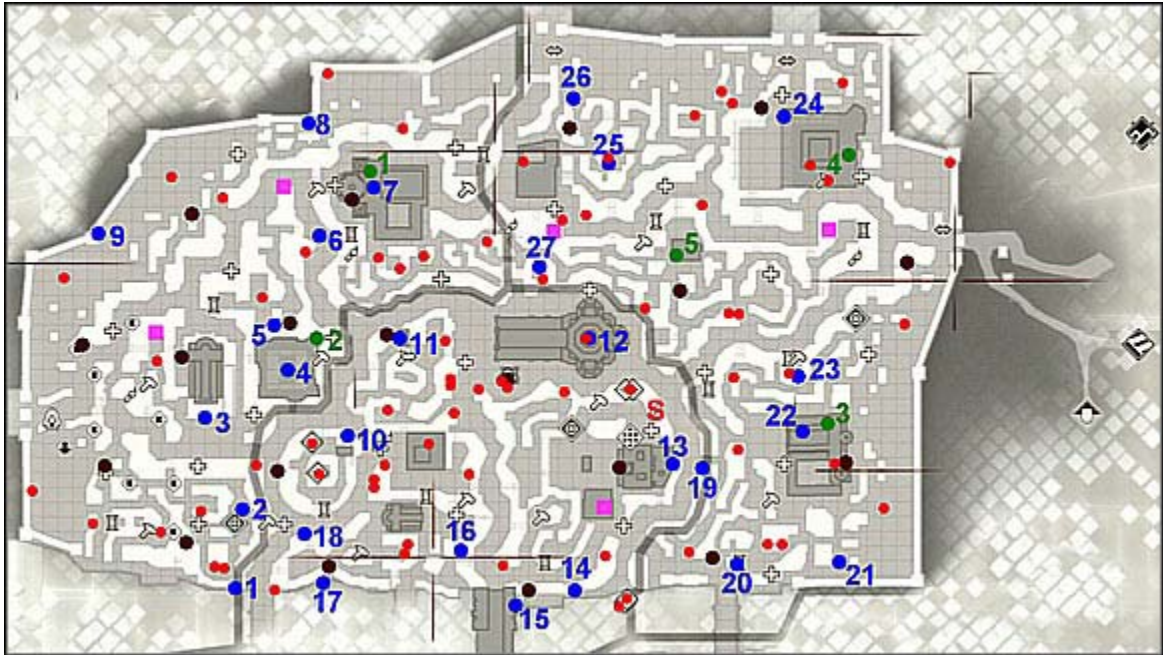


Glyphs

2

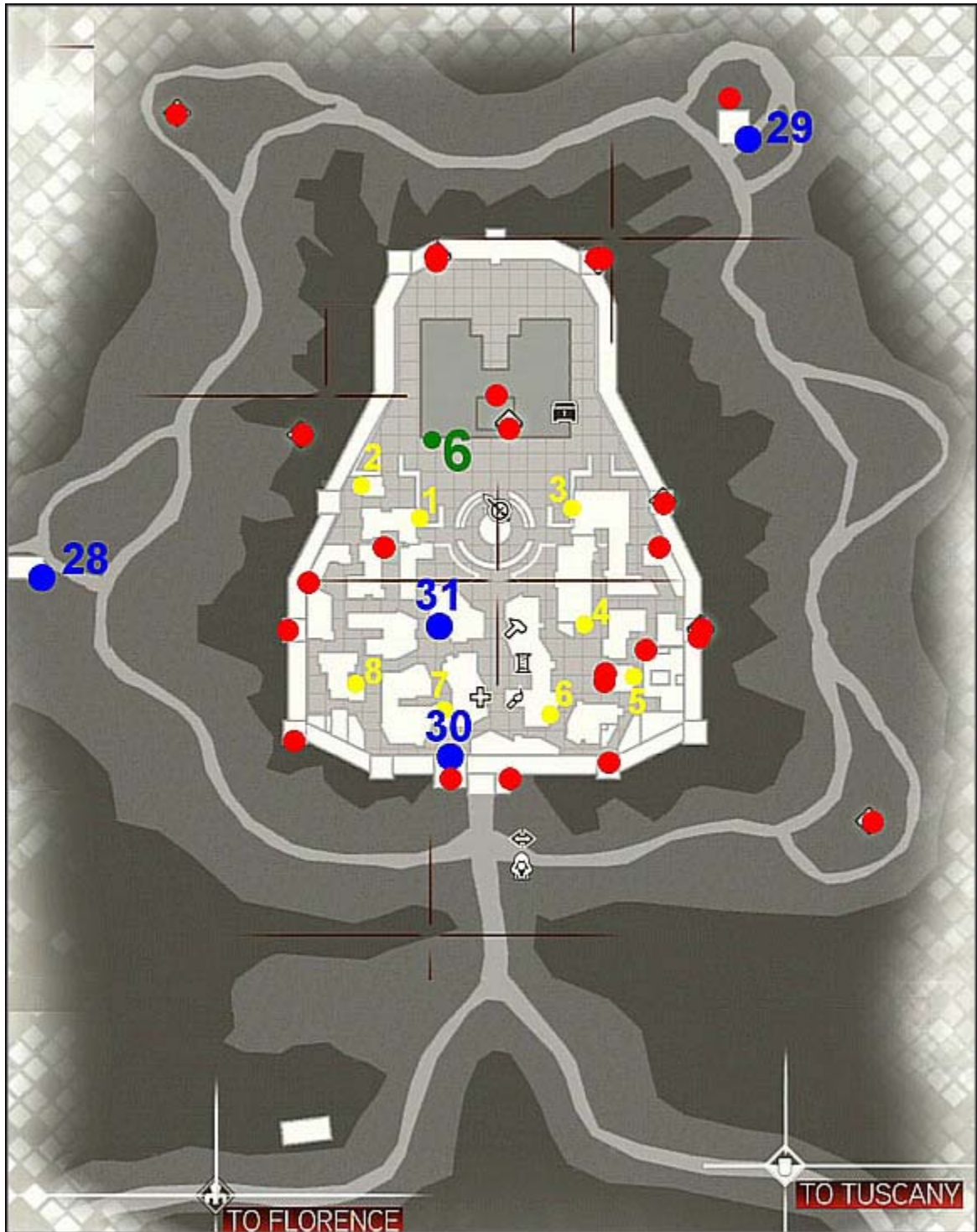
Glyphs numbers - more detailed description

# Florence

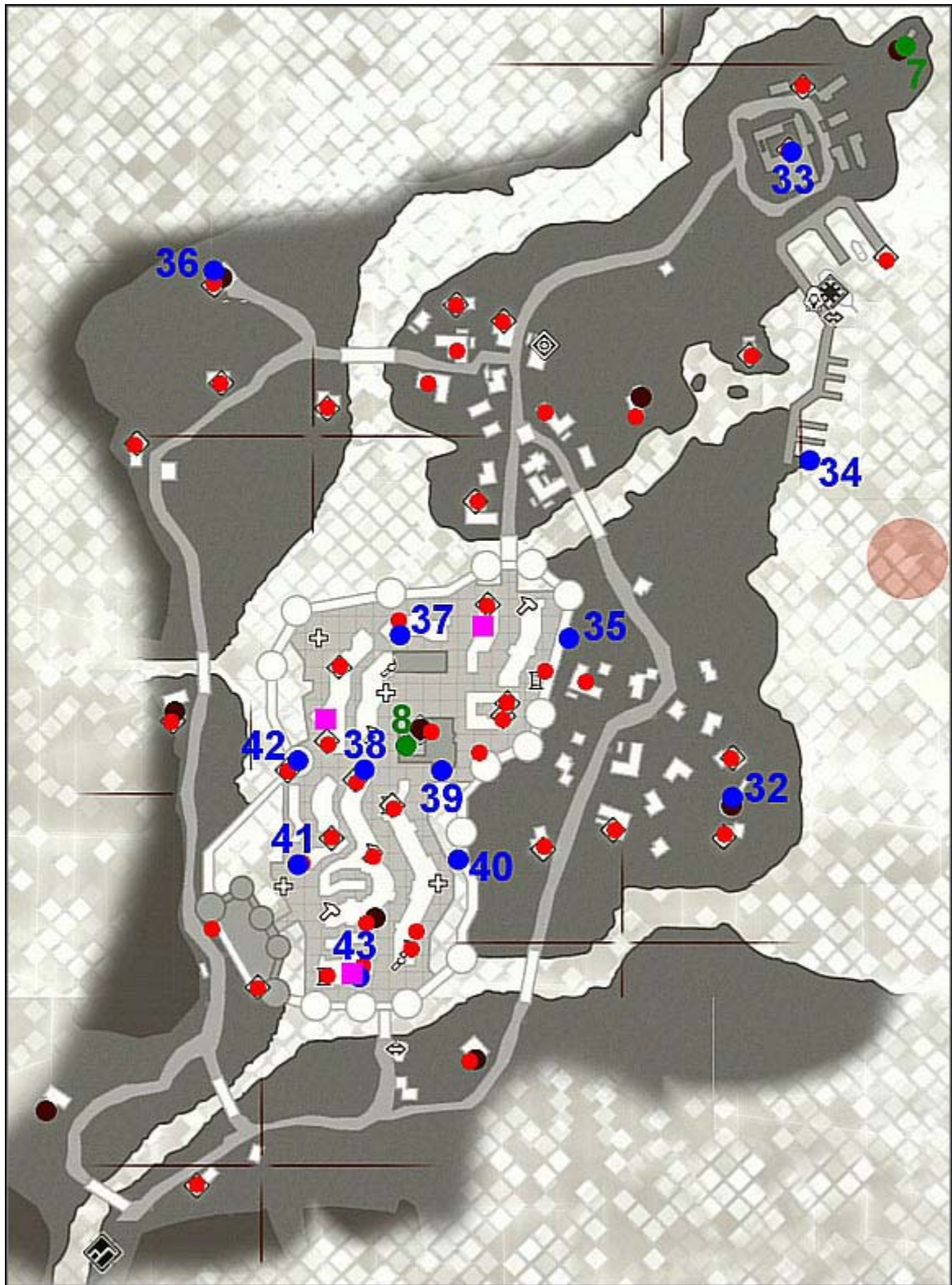




## Monteriggioni / Villa

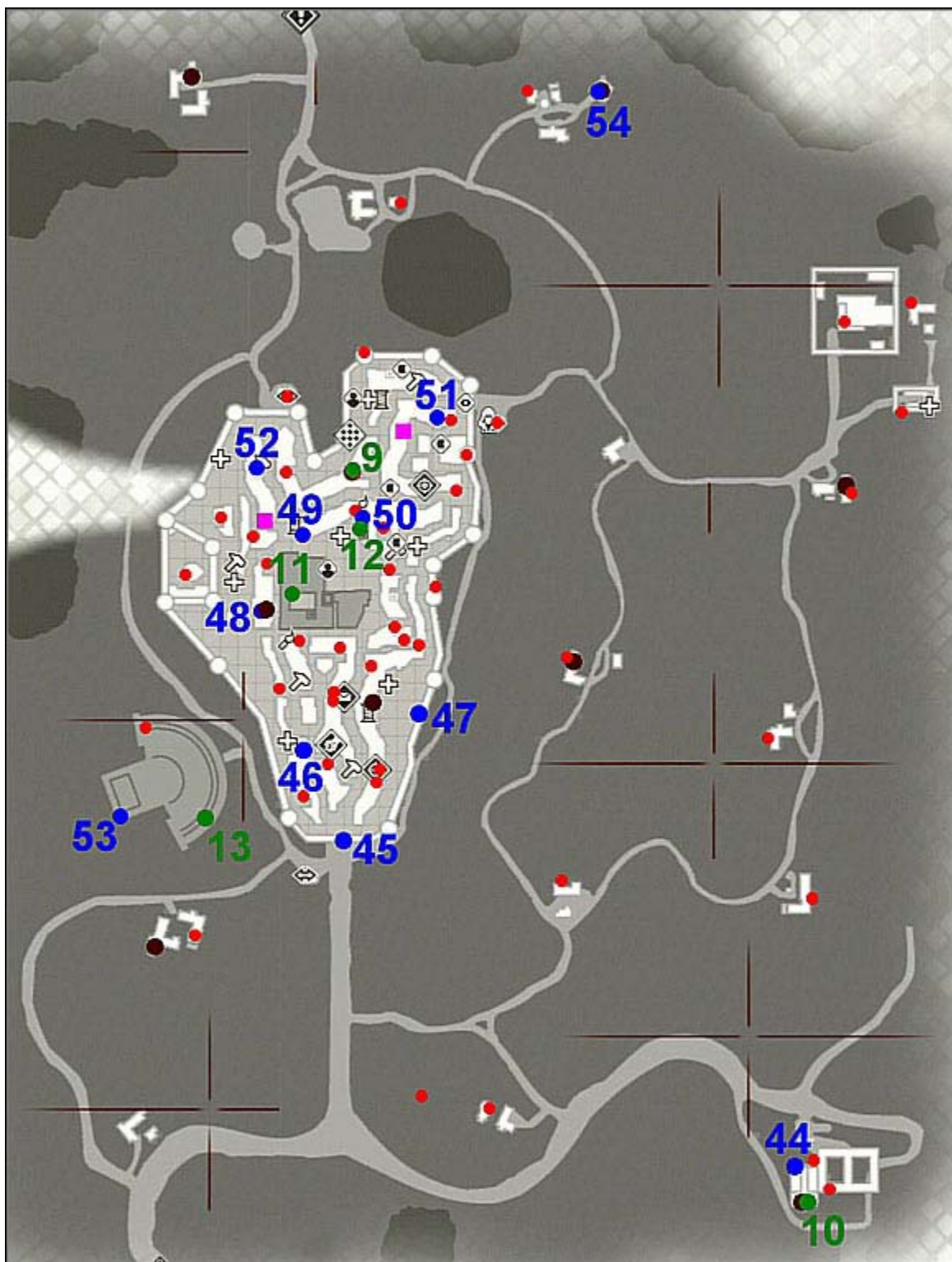


## Forlì





## Tuscany

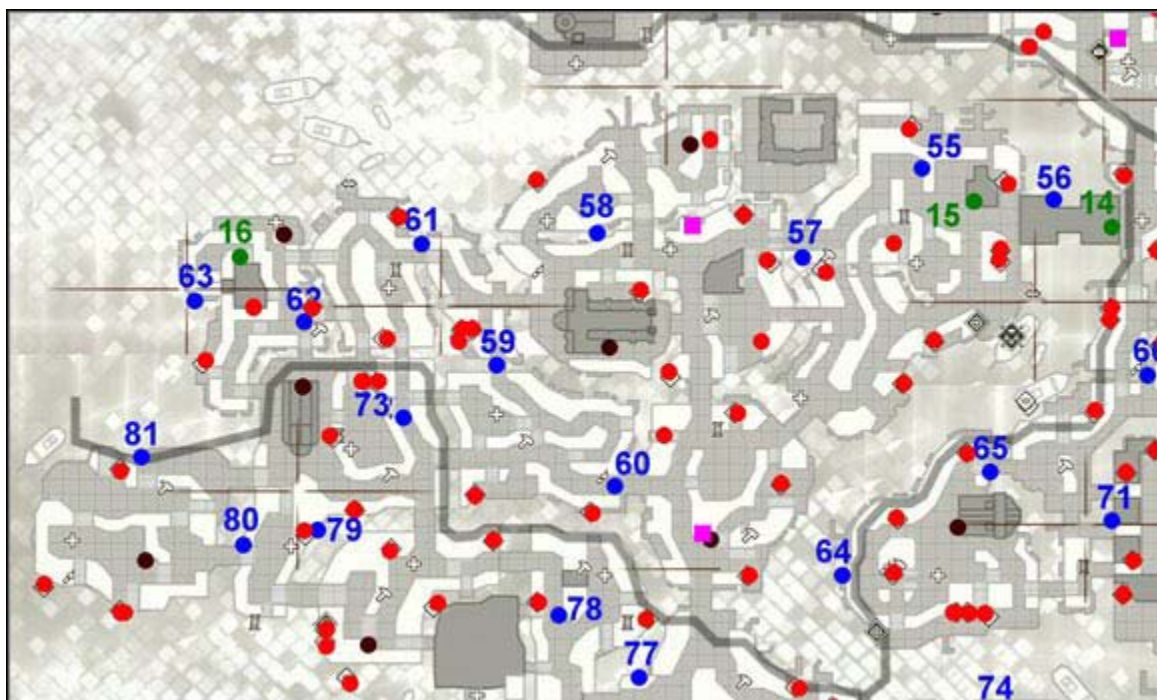


# Apennines

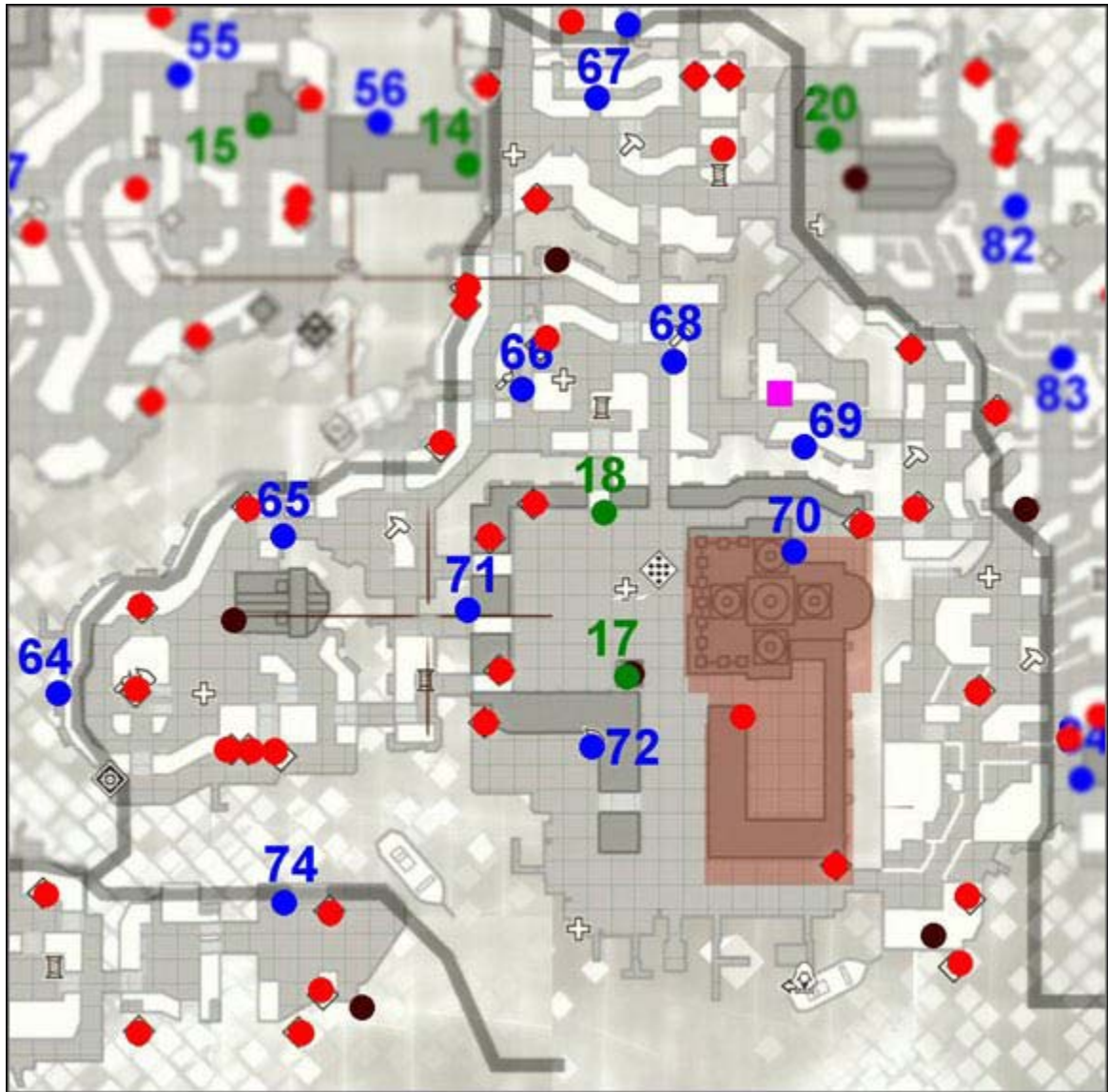




## Venice – San Polo

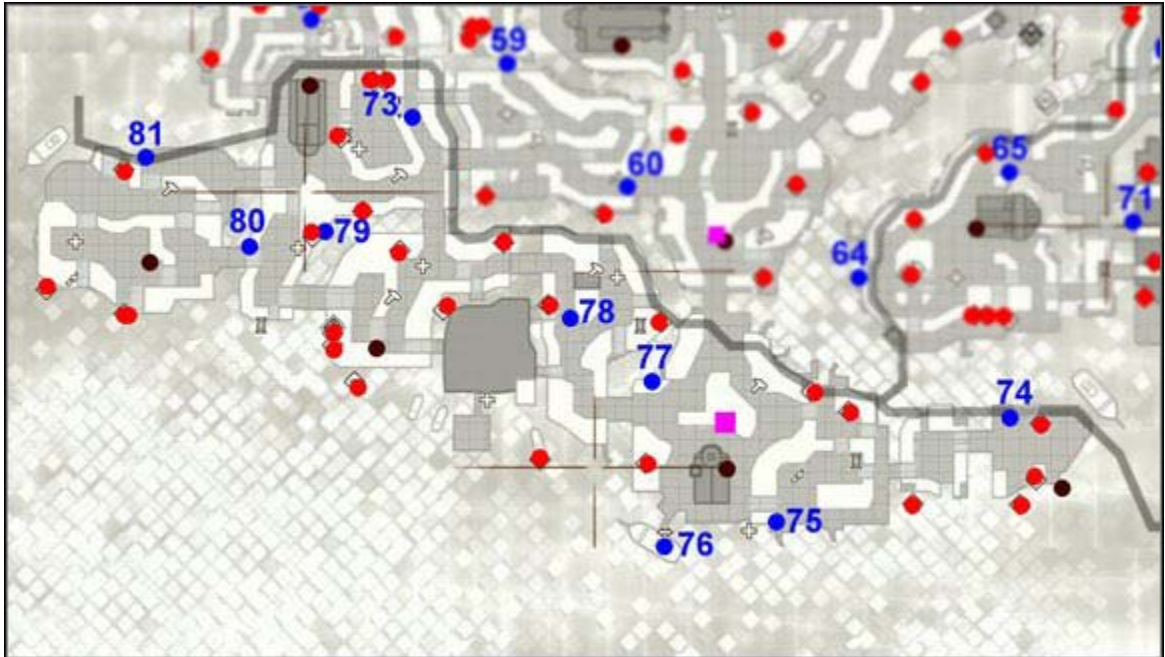


## Venice – San Marco

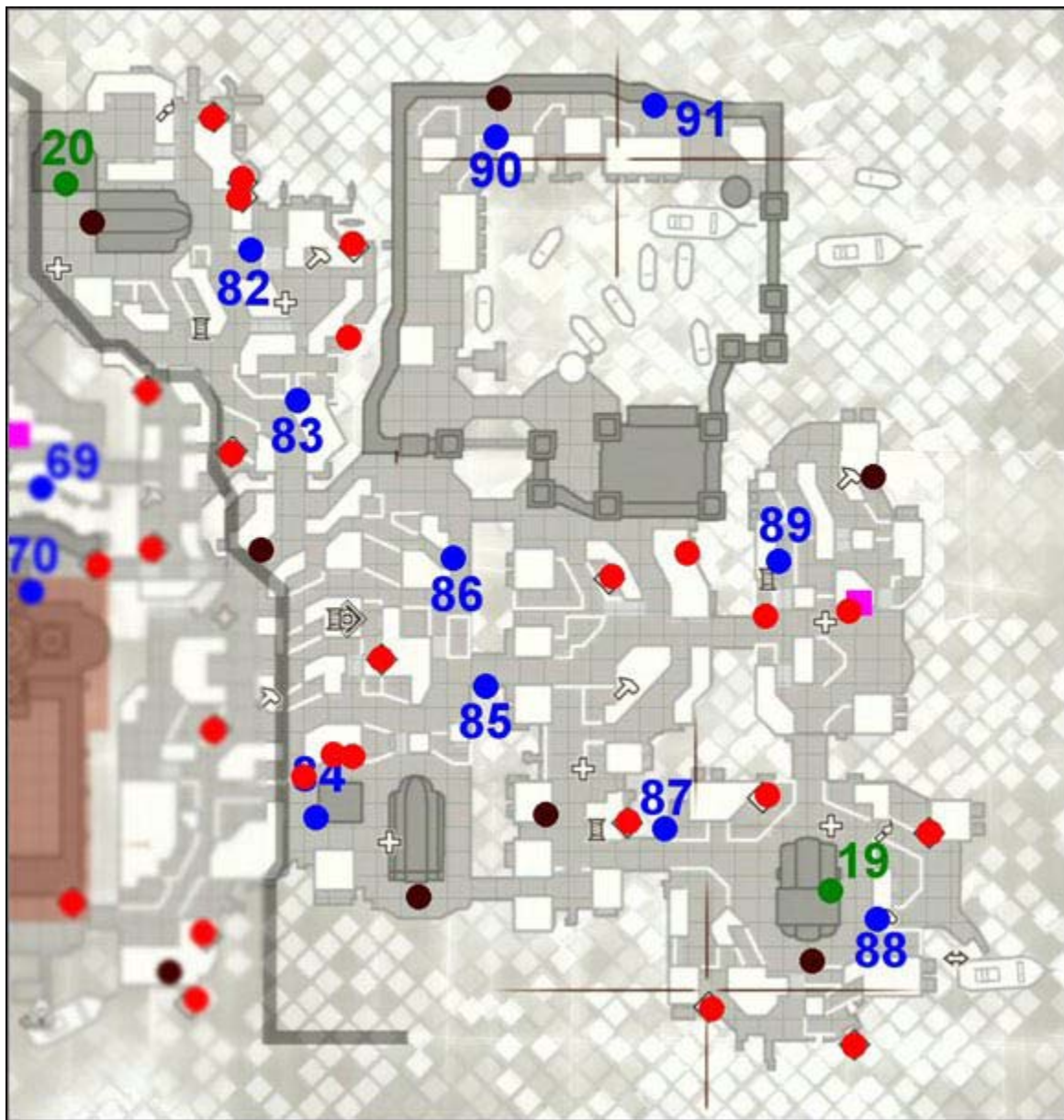




## Venice – Dorsuduro

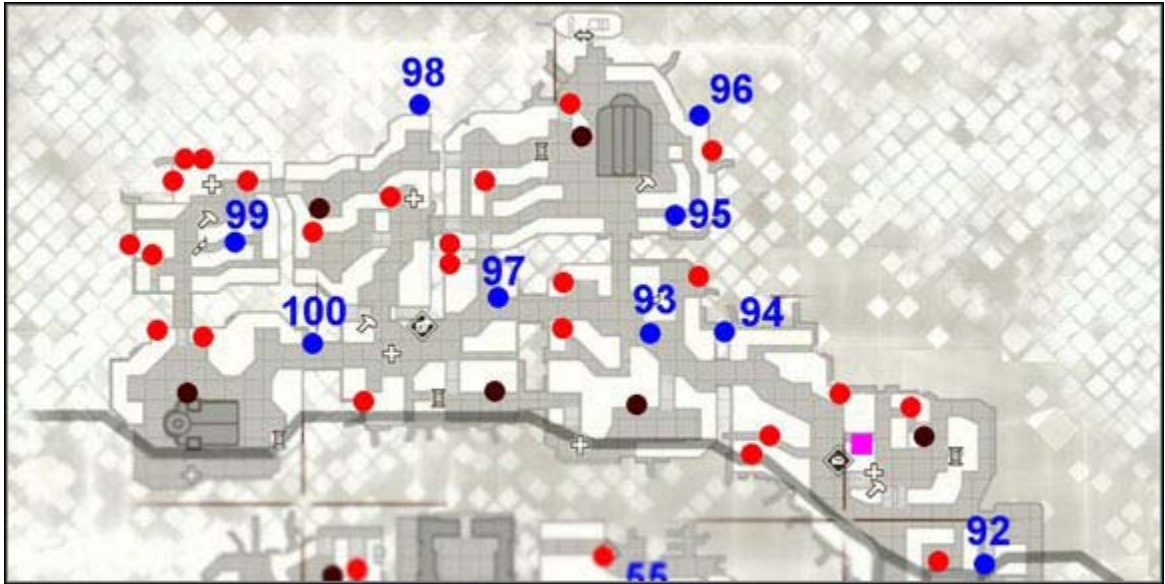


## Venice—Castello



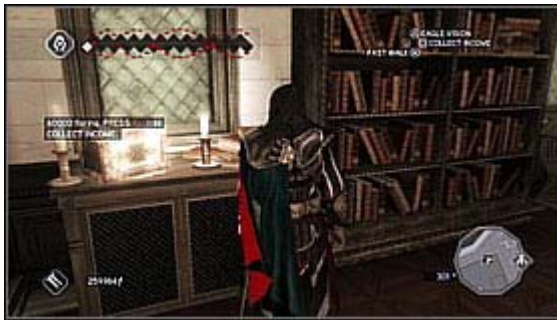


## Venice – Cannaregio



# Economics, equipment and combat

## Introduction



At some point we will get access to a **Auditore** villa, which will allow you to collect money from tourism. They are stored **in a room on the right of the entrance** – in a **small chest**. [1]

Money are added every twenty minutes – box has also a **maximum limit of gold** (depending on the level of you character).

**Claudia** has a book in which you can check your **progress**. Here you can read about **all elements** needed to achieve **100% of the development** of your house. [2] The value of your villa can be raised by renovations of various buildings in the city, development of store and collecting and many others.



# Architect



**Architect is in a room with Claudia.** [1] You can build some things here – **you can start in any order.** [2] If you are planning to buy some things, develop some **stores** first.

## List of a buildings that can be renovate:

- **Art Shop** (3 levels)
- **Bank** (3 levels)
- **Blacksmith** (3 levels)
- **Tailor** (3 levels)
- **Whorehouse**
- **Mines**
- **Church**
- **Barracks**
- **Thieves guild**
- **Well**

## Collecting codex pages



These are the **mysterious codex pages** collected by your character. **To complete the plot must collect all of them**, but that is not very difficult. [1] Pages were marked on maps contained in the guide. [2] **Leonardo** will decipher them for us.



## Collecting feathers



Location of all feathers have been included in the **guide**. [1] Put them in a room upstairs in the box. [2] After collecting **50** of them you will receive **additional weapon**. At **100 Maria** will give you a **family cloak** (required to achieve a trophy).

## Models collection



You have only two things here – coach [1] and a flying machine. [2]



## Stamps collection



To get them you need to **o through the six crypts**. [\[1\]](#) Their location and a detailed description can be found in this **guide**. The additional reward is the **Altair's armor**. [\[2\]](#)



## Paintings collection



You have a place for a **small gallery** of the most famous paintings from the period. [1] You can buy them in stores - each city offers several unique paintings which are described below. [2]



**Madonna and Child** – 320 f – **availability:**  
**Florence**



**Baptism of Christ** – 280 f – **availability:**  
**Florence**



**Primavera** – 2950 f – **availability:**  
**Florence**





**Pallas and the Centaur** – 3050 f –  
availability: **Florence**



**Annunciation** – 429 f – availability:  
**Florence**



**Saint Jean Baptiste** – 1608 f –  
availability: **Florence**



**Portrait of a Musician** – 20 f –  
availability: **Florence**



**Francesco Delle Opere** – 1492 f –  
availability: **Florence**



**Lady With An Ermine** - 73 f -  
availability: **Monteriggioni/Villa**



**Saint Chrysogonus** - 2797 f -  
availability: **Monteriggioni/Villa**



**St-Francis in Ecstasy** - 494 f -  
availability: **Monteriggioni/Villa**



**Ideal City** - 2423 f - availability:  
**Monteriggioni/Villa**



**Battista and Federico** - 1053 f -  
availability: **Monteriggioni/Villa**



**The Births of Venus** – 14800 f – availability: **Forli**



**Jupiter And Io** – 6969 – availability: **Forli**



**La Fornarina** – 32 f – availability: **Forli**



**Leda and the Swan** – 200 f – availability: **Forli**



**Three Graces** – 500 f – availability: **Forli**





**Eve** – 800 f – **availability:** **Forli**



**Venus Rising** – 7220 f – **availability:** **Tuscany**



**Sleeping Venus** – 9175 f – **availability:** **Tuscany**



**Venus and the Mirror** – 1035 f – **availability:** **Tuscany**



**Simonetta Vespucci** – 125 f – **availability:** **Tuscany**



**Portrait of a Lady** – 525 f – **availability:** **Tuscany**



**Federico Da Montefeltro** – 325 f – **availability:** **Tuscany**



**St-Jerome** – 53 f – **availability:** **Venice**



**Adoration of the Magi** – 1290 f – **availability:** **Venice**



**San Sebastian** – 163 f – **availability:** **Venice**



**St-Jerome in His Study** – 4300 f –  
availability: **Venice**



**Sacred and Profane Love** – 6295 f –  
availability: **Venice**



## Armor collection

You can buy armor from the **blacksmith**. [1] You can find them in your villa – here you can dress up with older types of armors. [2]

### Leather Armor



#### Leather Spalders

**Adds:** 1/6 life

**Availability:** Sequence 1



#### Leather Chest Guard

**Adds:** 2/6 life

**Availability:** Sequence 3



#### Leather Vambraces

**Adds:** 1/6 life

**Availability:** Sequence 4



#### Leather Greaves

**Adds:** 1/6 life

**Availability:** Sequence 3

## Helmschmied Armor



### Helmschmied Spaulders

**Adds:** 2/6 life

**Availability:** Sequence 4



### Helmschmied Chest Guard

**Adds:** 3/6 life

**Availability:** Sequence 5



### Helmschmied Vambraces

**Adds:** 1/6 life

**Availability:** Sequence 5



### Helmschmied Greaves

**Adds:** 2/6 life

**Availability:** Sequence 3

## Metal Armor



### Metal Pauldrons

**Adds:** 3/6 life

**Availability:** Sequence 7



### Metal Chest Guard

**Adds:** 4/6 life

**Availability:** Sequence 7



### Metal Vambraces

**Adds:** 2/6 life

**Availability:** Sequence 6



### Metal Greaves

**Adds:** 2/6 life

**Availability:** Sequence 7



## Missaglias Armor



### Missaglias Pauldrons

**Adds:** 4/6 life

**Availability:** Sequence 8



### Missaglias Chest Guard

**Adds:** 5/6 life

**Availability:** Sequence 8



### Missaglias Vambraces

**Adds:** 3/6 life

**Availability:** Sequence 8



### Missaglias Greaves

**Adds:** 3/6 life

**Availability:** Sequence 8

## Altair Armor



### Altair Pauldrons

**Adds:** 4/6 life

**Availability:** collect 6 stamps



### Altair Chest Guard

**Adds:** 6/6 life

**Availability:** collect 6 stamps



### Altair Vambraces

**Adds:** 2/6 life

**Availability:** collect 6 stamps



### Altair Greaves

**Adds:** 3/6 life

**Availability:** collect 6 stamps

# Weapon collection

## Short Weapon



### Dagger

**Damage:** 1/5

**Speed:** 1/5

**Parry chance:** 2/5

**Availability:** Sequence 3



### Knife

**Damage:** 1/5

**Speed:** 2/5

**Parry chance:** 3/5

**Availability:** Sequence 3



### Stiletto

**Damage:** 2/5

**Speed:** 4/5

**Parry chance:** 1/5

**Availability:** Sequence 4



### Metal Cestus

**Damage:** 3/5

**Speed:** 5/5

**Parry chance:** 1/5

**Availability:** Sequence 6





### Channeled Cinquedea

**Damage:** 3/5

**Speed:** 3/5

**Parry chance:** 4/5

**Availability:** Sequence 5



### Sultan's Knife

**Damage:** 3/5

**Speed:** 5/5

**Parry chance:** 3/5

**Availability:** Sequence 6



### Butcher's Knife

**Damage:** 4/5

**Speed:** 3/5

**Parry chance:** 5/5

**Availability:** Sequence 7



### Notched Cinquedea

**Damage:** 5/5

**Speed:** 5/5

**Parry chance:** 4/5

**Availability:** Sequence 8

## Swords



### Common Sword

**Damage:** 1/5

**Speed:** 2/5

**Parry chance:** 2/5

**Availability:** Sequence 3



### Venetian Falchion

**Damage:** 1/5

**Speed:** 3/5

**Parry chance:** 1/5

**Availability:** Sequence 3



### Old Syrian Sword

**Damage:** 1/5

**Speed:** 2/5

**Parry chance:** 3/5

**Availability:** Sequence 3



### Captains Sword

**Damage:** 2/5

**Speed:** 4/5

**Parry chance:** 3/5

**Availability:** Sequence 5



### Florentine Falchion

**Damage:** 2/5

**Speed:** 3/5

**Parry chance:** 4/5

**Availability:** Sequence 5





### Scimitar

**Damage:** 3/5

**Speed:** 3/5

**Parry chance:** 5/5

**Availability:** Sequence 6



### Milanese Sword

**Damage:** 3/5

**Speed:** 5/5

**Parry chance:** 3/5

**Availability:** Sequence 7



### Schiavona

**Damage:** 4/5

**Speed:** 5/5

**Parry chance:** 4/5

**Availability:** Sequence 8



### Sword Of Altair

**Damage:** 5/5

**Speed:** 5/5

**Parry chance:** 5/5



## Hammers



### Mercenario War Hammer

**Damage:** 1/5

**Speed:** 1/5

**Parry chance:** 3/5

**Availability:** Sequence 3



### Maul

**Damage:** 2/5

**Speed:** 1/5

**Parry chance:** 2/5

**Availability:** Sequence 4



### Cavaleri Mace

**Damage:** 4/5

**Speed:** 2/5

**Parry chance:** 2/5

**Availability:** Sequence 7



### Flanged Mace

**Damage:** 3/5

**Speed:** 3/5

**Parry chance:** 3/5

**Availability:** Sequence 6



### Condottiero War Hammer

**Damage:** 5/5

**Speed:** 3/5

**Parry chance:** 4/5

**Availability:** collect 50 feathers

## Other equipment

This equipment **does not count to the value of your villa**, but it will increase Ezio's abilities. In addition, blades and bags are needed to achievements / trophies.

### Bags

- *Small Medicine Pouch*
- *Medium Medicine Pouch*
- *Large Medicine Pouch*
- *Small Throwing Knife Holster*
- *Medium Throwing Knife Holster*
- *Large Throwing Knife Holster*
- *Small Poison Vial*
- *Medium Poison Vial*
- *Large Poison Vial*



## Blades and Weapons

We can take them from Leonardo.

- **Second Hidden Blade** – **availability**: Sequence 4
- **Poison Blade** – **availability**: Sequence 5
- **Pistol**

## Stocks

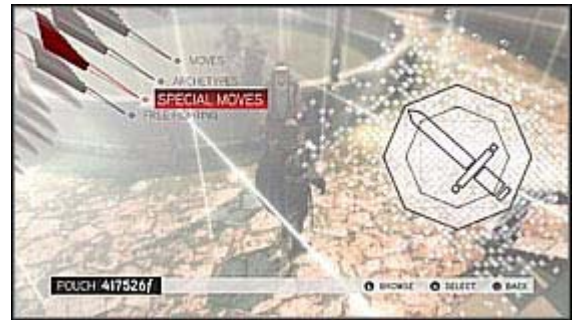
- *Medicine*
- *Poison*
- *Throwing Knives*
- *Smoke Bombs*
- *Bullets*

## Capes

- **Plain Cape** – no effect
- **Medici Cape** – 0% bad fame in **Florence** and **Tuscany** – **availability**: Sequence 6
- **Velencia Cape** – 0% bad fame in **Venice** and **Forli** – **availability**: Sequence 11
- **Auditore Cape** – 100% bad fame outside **Monteriggioni** – **availability**: collect 100 feathers



# Fight



You are learning how to fight while playing. You should know, however, that **some special skills can be learned from the head of the arena in Monteriggioni**. [1] They are in the tab: **Special Moves**. [2]

# Side Quests

## Beat'em Up Events

### Florence - A Woman Scorned



You will get this quest from a woman in **Florence**. [1] She is **standing in the southern part of the town**. [2]



We head south to a marked area. Target her husband [1] using your vision and then beat him. [2]

## Forli – Wanton Hubby



Woman located in **the north** is asking you to beat her unfaithful husband. A man hides **under the roof of a house that is near the river**. [1] Of course, you will give him a lesson. [2] This time two comrades will help him – they shouldn't be a problem for you.

## Forli – Scuity Knocks



Another woman needs assistance in the **eastern part of the town**. [1] Her husband is in the **south-western part of the city** – shamelessly flirting with another girl in the middle of the square. [2]



## Tuscany – Spear of Infidelity



The woman in the city will ask you for the same thing. We will find her husband **on the city walls** – he is a guard. [1] We take his weapon, throw it away and beat him until he will express his remorse. [2]

## Venice – Philanderer on the Roof



A woman in the **north-western part of Venice** will ask you for... the same. [1] **Her husband is on the roof; near the hideout.** [2]

# Courier Missions

## Florence - Casanova



We will get this quest from a man [1] in southern part of the town. [2]



We need to deliver two packages in **four minutes**. In both cases, women will be guarded by some guards. [1] You need to sneak - the first lady is waiting in the yard and the second one on the balcony. [2]

## Forli – The Messenger's Burden



You will get the courier mission in **Forli in the city center**. [1] Now you have to a small farm outside. Run across rooftops, and jump on one of the towers – from here jump down to the ground. [2]



Here you need to talk to a man (look at the timer). [1] Now you will have to choose – **face the local people or flee**. [2]

## Tuscany – Wedding Bells Are Ringing



We must provide a letter before the wedding ceremony will begin. This is not a difficult task - simply go [1] to the place marked on the map and speak with the man. [2]



## Tuscany – Speedy Delivery



This time you must take 3 letters and transport them to the city. [1] Run through the southern gate [2] and use your horse - go southeast.



Go to another place (in the east). [1] You should have something about one minute now – reach the last target. [2]

## Venice – The Perfect Marriage



The man from the **northern part of the city** needs help with some thief. [1] Take this job and run to your target - climb on the roof and chase your opponent. [2]



In fact, you can catch him after your first jump. [1] Search his body and find a letter. [2] Return it to the owner.

# Races

## Florence - Florentine Sprint



You will receive this quest from a man waiting in the **central district** [1] near the cathedral. [2] The race should not cause any problems.

## Florence – San Marco Scuttle



The second race in **Florence** you will receive from a man located near the **peastern wall**. [1] It is much more challenging than a previous one. You can not make any mistake here. [2] Think about the proper route and prepare your position. You have enough time here – speed is not so important here, the precision is.



## Forli – Romagna Hustle



Man in the **northern part of the city** will give you this challenge. [1] The route is long. [2] In fact, however, it is not very difficult, and even if you will make some small mistakes, you can surely do it.

## Forli – Horseplay



The second race in **Forli** is located in the **south-eastern part of the city**. [1] This time you will race on a horse - follow the markers. [2] It is not a difficult challenge - but remember not to hit some large groups of people or rocks. Horse will jump over a fence or wall, but not over a bigger elements.

## Tuscany – San Gimignano Dash



Person with this challenge is on the top of one of the **towers**. [1] It is quite short, but intensive course. [2]

## Venice – Venetian Rush



A man who will give us this challenge is located near the **cathedral**. [1] The quest is not particularly difficult, just stay focused in the canals. [2]

# Assassinations

These missions can be found near the **cages with pigeons**. Note that these tasks you will get in the same order, **regardless of which cage was chosen** (they are not assigned to a place like previous missions).

## Florence- Day at the Market



Contract is available on roofs [1] on several buildings in **Florence**. [2]



You must kill a **merchant** – when you will get to the area you will see him near the square with a large tree. [1] Wait for him from on the other side (around the corner) and kill him. [2]



## Florence - Fallen Archers



Task is available near **pigeon cages**. [1] In this quest you have to kill three archers. **The first one** is in the harbor. [2]



**The second one** is waiting on the roof of a small building. [1] **The third** is standing on the street. [2]

## Florence - Political Suicide



Available on many city roofs. [1] You have to kill the politician guarded by some soldiers. Your target is hiding in the doorway of the building. [2]



Of course, you have to pull them out - use nearby mercenaries and send them to fight with the guards. [1] At this point, run into the corridor and murder your target. [2]

## Florence - Caveat Emptor



This task is available at pigeon cages. [1] The target is in the one of the alleys near the store. When you will come he will get close to the counter. He is escorted by a guard. [2]



The easiest way is to use **thieves**, who are waiting in the street. [1] Then sneak to your target from behind and kill him. [2]



## Florence - Meeting Adjourned



This task is available at pigeon cages. [1] Get to the area and target your enemy. Now you have to follow him. [2]



At the end your opponent will come to the alley [1] where you will find a lot of soldiers and few targets. You must finish them all. You have to be very quick and careful - some people may begin to run away when you will attack guards. Therefore, it is good to use all possible help (for example nearby courtesans) to distract soldiers. [2]

## Florence - Needle in a Haystack



This task is available at pigeon cages. [1] This time you have to get rid of some traitors. They are hiding behind a guards in the courtyard. [2]



This is extremely easy - just climb up on the house and attack your target from above. [1] After the job, escape. [2]

## Florence - Peacekeeper



This task is available at pigeon cages. [1] You need to kill 10 soldiers at the bridge in 60 seconds. It seems that the easiest way to do it is to hire nearby **mercenaries**. [2] In fact, this can cause some problems - some warriors goes outside the area and mission is much more difficult.



It is much easier and more effective to do it in another way. You will need 2-3 **smoke bombs**. Get to the bridge, climb up and kill first group of guards with your blades. [1] All soldiers will run up to you, but instead of fighting form them into one group. [2]



Then throw a bomb and change your blades - now with no problem you will kill at least 3-4 of them. [1] When the opponents will stop choking, throw another **smoke bomb** and repeat the procedure. [2] In this way, no one should even hit you. This is an excellent way of completing one of the achievements / trophies (**No-Hitter**).



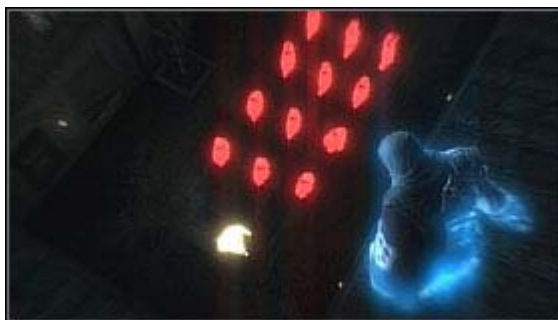
## Florence - Leader of the Pack



This task is available at pigeon cages. [1] You have get to the leader of the group, that want to organize a riot. To do this, go to the marked area and target him with your vision. [2]



Follow the enemy from the roof. [1] It will be a long trip. At the end you will see the entire garrison gathered in the courtyard. [2]



Target the commander of the garrison. [1] From this location you can jump on him and then escape, or just shoot him (if you have a gun). [2]

## Forli – Thin The Ranks



In this task you need to finish three groups of soldiers. [1] Northern guards are waiting for you on the roof of a low building – double assassination should be ideal here. [2]



The second group is located on the city walls - get there using line leading to the nearby tower. [1] Last soldiers are patrolling the street around one of the buildings near the main gate - when they will be close to each other, double murder should not be a problem. [2]



## Forli – Beginnings of a Conspiracy



Our task is to kill **three conspirators**. **One of them** is near the cathedral, where the cage with pigeons is. He is escorted by his guards. Jump down, hire **mercenaries** and order them to attack your enemies. [1] Now, enter the fighting group and kill the right person. [2]



**The second** objective is to the south of the cathedral - he is walking near the shore. Set away from guards and wait until he will approach the balustrade - then pull him to swamps. [1] **The last enemy** is located to the north - on the street. Here you can use several tactics - for example: hide in the hay and drag him. [2]

## Forli – Arch Enemies



10 archers has to be eliminated within a proper time, which start with the death of the first opponent. Jump onto the roof near the first archer [1] and start killing. Generally, most of them can be murdered by your blades. At the end get rid of two last enemies at once. [2]



## Forli – Wet Work



In this task you must get to **the boat and kill the captain**. Travel to the shore using your horse then hide in the water and kill guards. [1]



The easiest way to catch the captain is to kill him on the bridge – first eliminate two guards throwing them into the water. [1] Now you have to wait until captain will come back - come forward and kill him when he will turn your back to you. [2]

## Forli - Dead On Arrival



Very simple task: target your enemy, chase him [1] and kill. [2]

## Forli – Go Towards The Light



In this mission we need to go **north-east to the lighthouse**. Leave the guards and swim to the jetty. [1] Climb to the top and then kill two enemies. [2]



Your target is at the top of the building - so we climb there using boards. [1] Get rid of the archer and move up. At the top kill the leader. [2]



## Forli - Mark And Execute



You have to go to a large villa. [1] Climb on the top of it and kill one archer. Then target your main opponent – he will step outside into the yard. [2]



Before you will attempt to kill him eliminate two guards from lower roofs. [1] Now the way to the target is open - you can safely kill him and his bodyguard with one move. [2]

## Tuscany – Reap What You Sow



Go to a farm located east of the town. [1] When you will come near the target he will start to flee - get on a horse and kill him from the saddle. [2]



## Tuscany – Don't Get Your Hands Dirty



The task in which you cannot kill guards with weapons. **Soldier that is in the north** can be simply pushed from the roof. [1] For the **second objective**, you must climb on one of the big towers. [2]

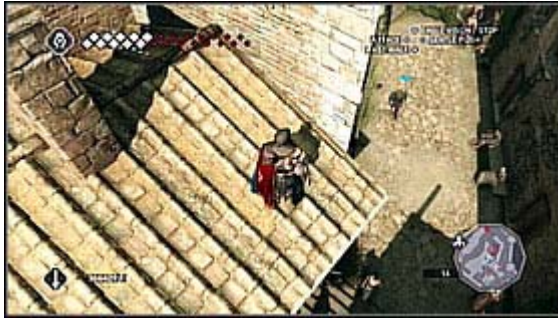


At the top, simply throw the **second soldier** to the abyss. [1] The same thing, **with the third guard** the roof – he can be also eliminated using the force of gravity. [2]



To kill the **last guard** you can use a group of **mercenaries** standing nearby – the man is standing on the market. [1] Hired mercenaries will kill the target in a matter of seconds.

## Tuscany – Supply In Demand



Follow the man who will lead you to the head of the local guild. [1] When these two men will meet, jump off the roof, kill your target and flee. [2]

## Tuscany – Flee Market



Before you will try to kill your two targets, remove **three archers from the roof**. [1] Now localize your enemy who are walking in the red zone. [2]



We can kill these two traitors by jumping from roof to the **hay**. [1] Then wait for the right moment and attack. [2]



## Tuscany – Vertical Slice



In this task you have to eliminate **five objects** – in addition you cannot be uncovered. The **first one** is on the roof (patrolling area around the shelter). Climb to him and eliminate. [1] **The second objective** is on the roof - the easiest way to kill him is to grab his leg from the northern edge of the platform. [2]



For the **third soldier** climb on a small tower. [1] Jump down to the hay – here you will eliminate the **fourth guard**. [2]



**The last objective** is on the roof, next to the hay. [1] After the assassination, you must escape the other guards. [2]



## Tuscany – No Camping



You have to deal with **three targets located outside the city** – but you have limited time to do it. If you are near the cage with pigeons the get close to the southern gate, get on a horse and go east. [1] Get close to the camp and climb onto the roof – then eliminate the **soldier**. [2]



Do not fight with your enemies - just jump on a horse and go to the north. **The second objective** is protected by a large group of guards, so hire some mercenaries. [1] Command them to attack and then use your vision, enter the group of fighters and eliminate your enemy. [2]



**The last enemy** can be killed from the roof – leave the guards. [1] Of course, at the end escape using your horse. [2]

## Tuscany – Showtime



In this mission you have to get rid of the man that is visiting the theater near the town. The area is guarded very well, but there is a simple way to kill him. Avoid contact with the soldiers and walk from the **north side**. [1] Here eliminate two guards located on the higher and on the lower wall. [2]



At all the time observe the gap between the walls - two guards will come out after your target. [1] When they will be near the edge, jump down and kill **your target** [2] and then escape.



## Venice – Thicker Than Water



You have to follow the **gondolier** – he will lead you to the target. You can do this in many ways. [1] In the end we will reach the ship - we are waiting for a moment until your opponent will appear. [2]



Your target is a man on the boat – get close to him. [1] Now you can just drag him into the water. [2]

## Venice – Zero Tolerance



A man is chasing a woman in that location. You have to grab him so that a woman will not realize it - you can do it from the **well** [1] or **hay**. [2]



## Venice – Blade in the Crowd



In this mission you must to act very quickly - you have to kill 3 people that are walking in the streets in marked areas. They cannot see you, however, it is good to sneak from behind. [1] **First target** can be found on a walk near the canal. [2]



**The second one** walks near the bridges - you can hide among other people and for example, use a gun. [1] **The third** is on the street nearby - act quickly, you can even kill him eye to eye. [2]

## Venice – Honorable Thief



First, go for a meeting with a **thief**. [1] Now, follow him from a bridge to the roofs of. [2]



At the top you will have to fight with **archers** – the easiest way is to throw them from the roof to the ground. [1] Finally you will find yourself on the roof with your target - eliminate him. [2]

## Venice – No Laughing Matter



This time, you have to kill **3 clowns**. **First one** is in the north on a square near the well - you can sneak up to him and eliminate. **[1] Another target** is guarded by a large army **[2]** but fortunately, when you will approach he will mindlessly run away, so kill him.



**The third objective** can be reached without any problems: from the water **[1]** – just grab the edge and assassinate him. **[2]**



## Venice – Crash a Party



Run to the marked area and target your enemy. [1] Now, follow one of the wedding guests. This person will come to the gate secured by some guards [2] – here climb onto the roof and watch the situation.



The person that have to be killed is hidden between the columns. [1] You can jump from the roof into the water and swim to the shore. Now go out and hide in a group of people. Then kill your target. [2]

## Venice – False Legacy



You have to finish the target that is surrounded by soldiers. The easiest way to hire nearby mercenaries and command them to attack guards. [1] When the battle will begin enter the fight and kill the proper man. [2] Then discreetly go away.

## Venice – Hunting the Hunter



You are looking for a killer that wants to kill you. You can get some clues from the first target pointed by **Lorenzo** – find the square and target the **messenger**. [1] Kill him and search **his** **body**. [2]



Go to the **second target** that is under the roof near the hay [1] Now you will see that it was a trap - **hunters** will jump from the roof. Eliminate them. [2]



## Statuettes - Monteriggioni / Villa

**Statuettes** are the special element in the **villa**. Put them on the **4 double pedestals** in the back of the house. For each pair you will receive a cash prize (2000 f).

### Map





## Detailed description



### Statuette #1 (Mars)

Located on the south-western edge of the courtyard - west of the trainer you can easily perceive luminous object on the wall.



### Statuette #2 (Venus)

It is the first building on the north west, next to the wall.



### Statuette #3 (Pluto)

It is located east of the trainer - on the wall.



### Statuette #4 (Neptune)

From the statue of Pluto go on the roof - Neptune is at the end of a small garden (near the tree).



### Statuette #5 (Jupiter)

Located on the back (eastern) wall of the church - above the round window.

**Statuette #6 (Minerva)**

It is on the south-eastern wall of the building, in which three shops are located.

**Statuette #7 (Diana)**

Look for it on the other side of the building where the doctor is.

**Statuette #8 (Apollo)**

It is near a short tunnel in the south-western building in the city.

# Treasures

## Introduction



All treasures are marked on maps (in **red**). In fact, their location can be learned **in the game** – just buy a map in **art shops**. Shops in one area have maps of their location.



It is worth noting that **treasures are hidden in crates or chests**. Mostly they are in the **alleys, courtyards, on the roofs, inside some buildings**, guarded by soldiers. In the last case you need to eliminate guards. [1] In the the game there is more "treasures" that do not count to the overall result. You can find them on **boats** or in the **six assassin's crypts**. [2]



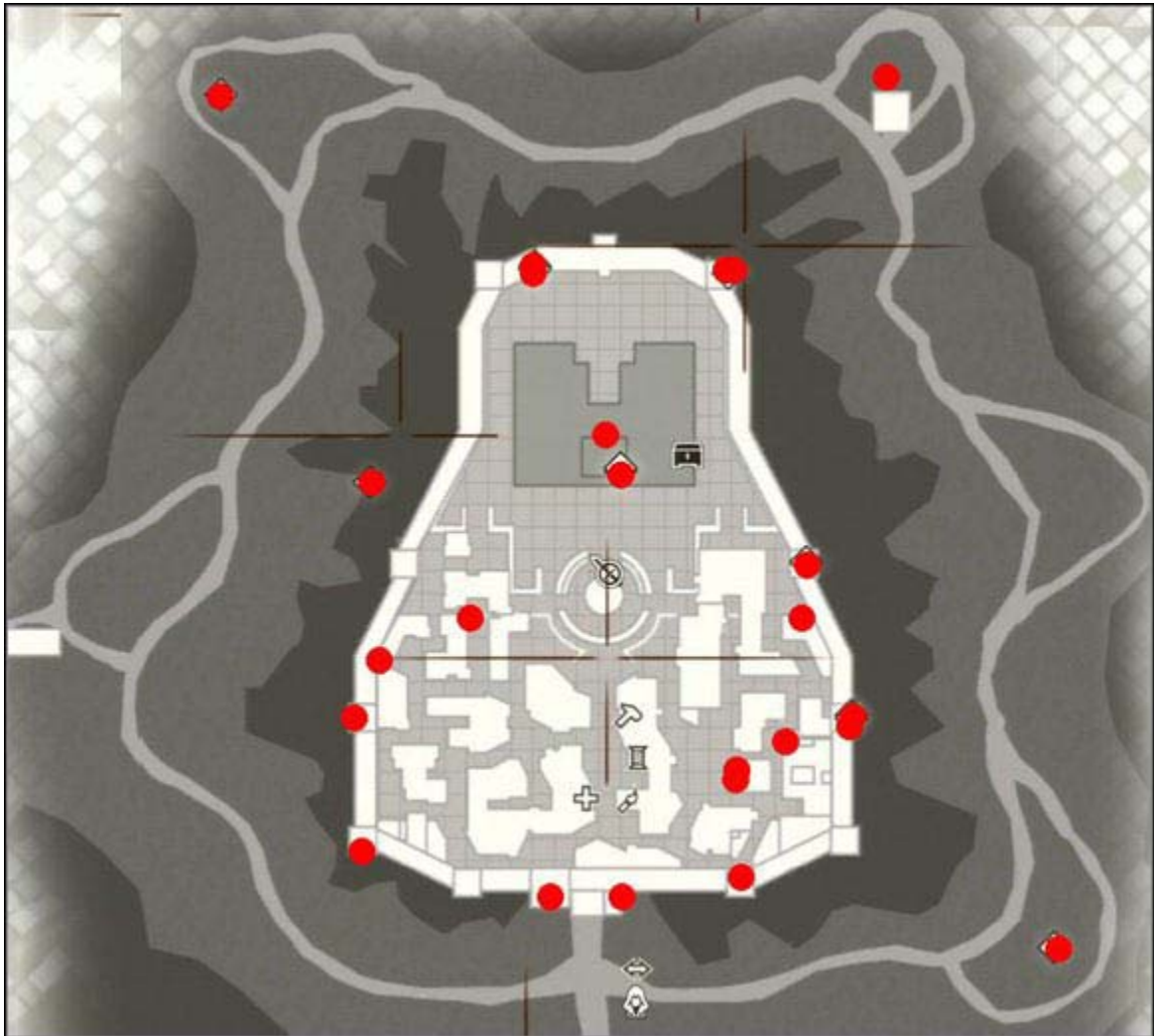
# Florence

## Map



# Monteriggioni / Villa

## Map



## Hints



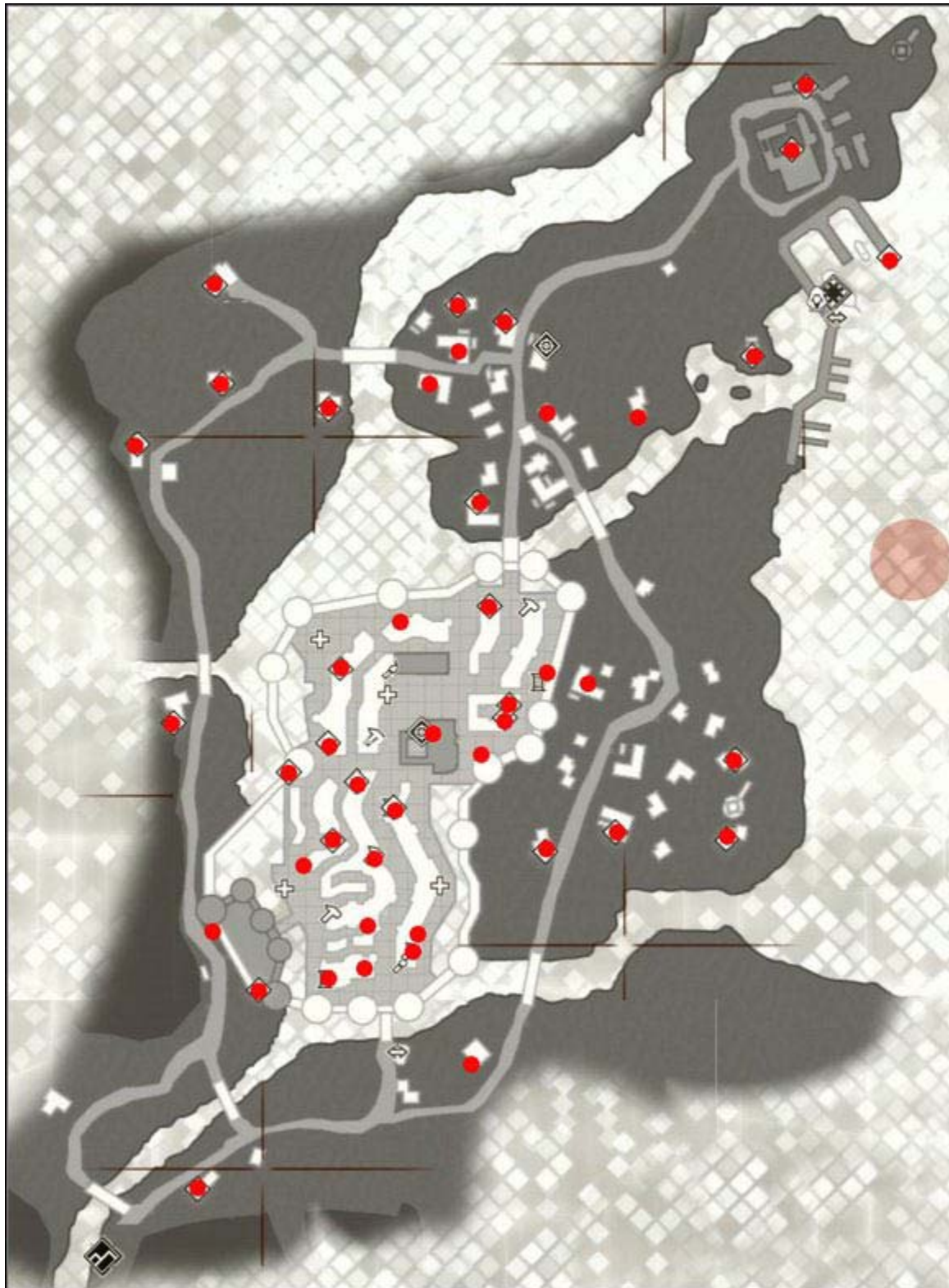
In the case of the treasures in this area **several elements are very characteristic**. First of all, in the villa itself you can find one room with some boxes (to enter it use the stairs and the ladder – it is a "cabinet" of **Ezio** with portraits of his dead victims). [1] More can be found in the basement of the building. [2] Go there by the well.



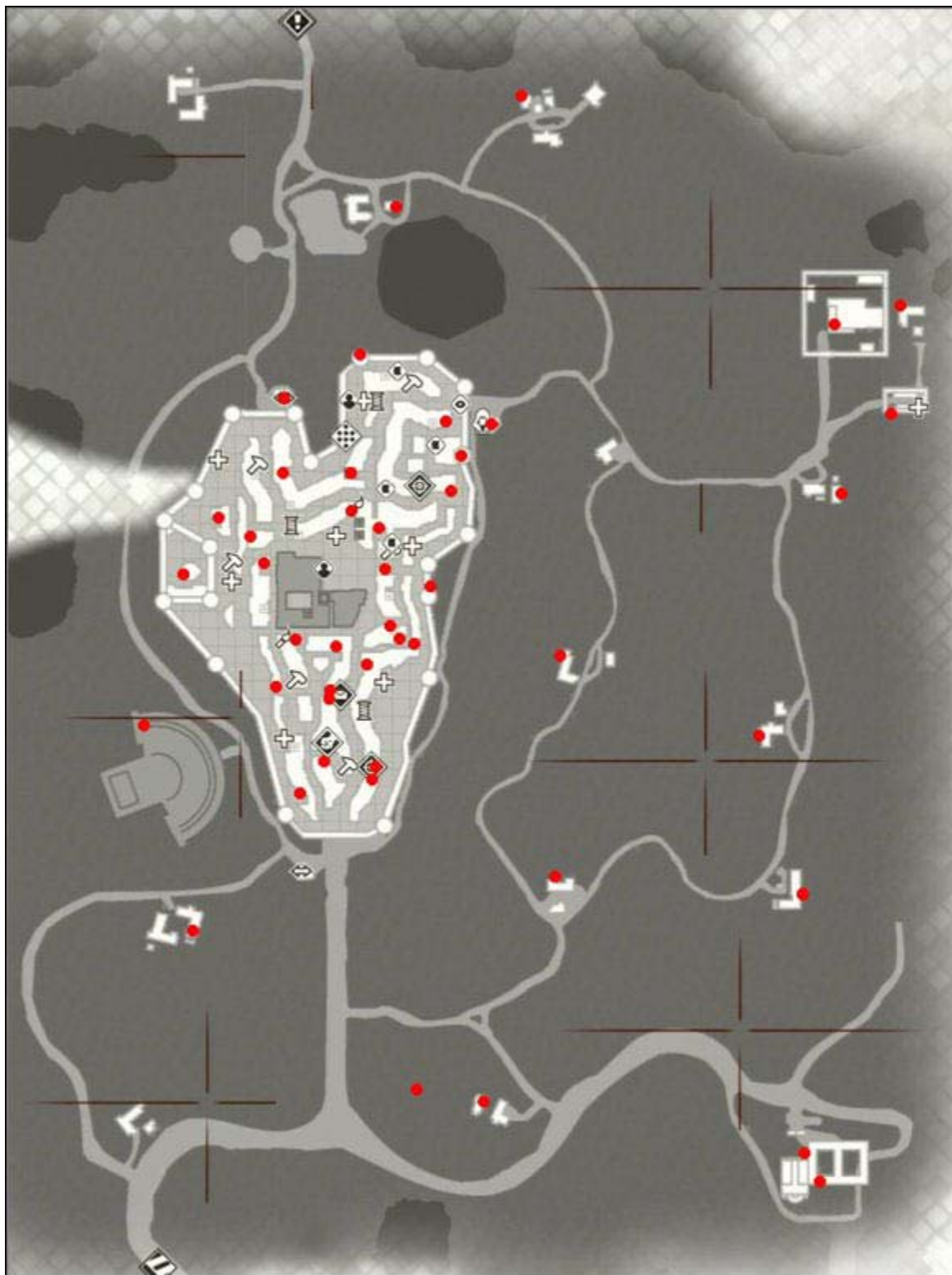
What is more important: to discover some treasures – **for example in the church - you need to develop those elements of the city**, so start to search only when your estate will be at the maximum state of development. [1] One of the treasures is in a small cave, which you can enter from the north side of town (under the wall). [2]



# Forli



## Tuscany



# Apennines

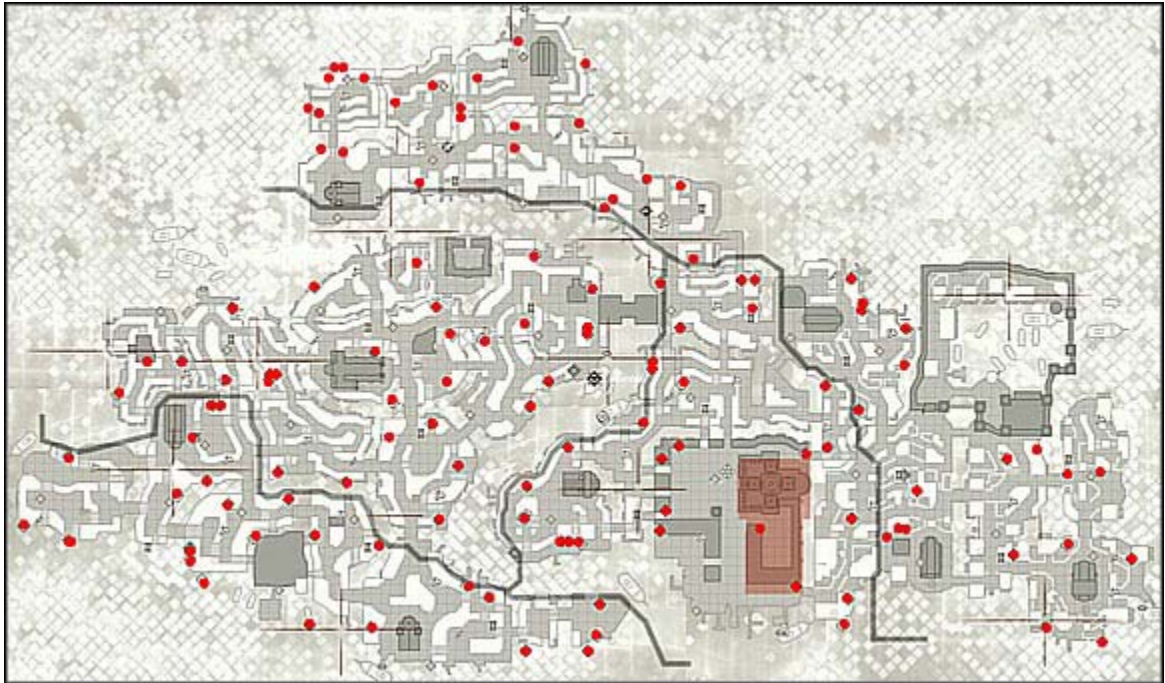


## Hints

You can get here from **Florence** or **Forli**. You have 16 treasures on the road.



# Venice



# Feathers

## Florence - Santa Maria Novella





## Detailed description



### Feather #1

It is located near the border with the another district over the water near the bridge. To get there you need to climb on the building and jump down at the beam.



### Feather #2

It is in a window in the corner of one of the buildings. You can get it only from the roof.



### Feather #3

You can find it in the southern part of a large cathedral. The easiest way to get it is from the roof.



### Feather #4

It is in the middle of the market. You need to jump on the middle pillar / statue from any part of the roof.



### Feather #5

Lies in the small window in the northern part of the building near the street. You can climb to it without any problems.



**Feather #6**

Located on the arch between buildings.

**Feather #7**

Lies northeast of the cathedral - on the roof near the main dome of the building.

**Feather #8**

It is above a small wooden platform near the northern wall. Just climb on the wall.

**Feather #9**

Located in the western part of the wall. Feather is on the third beam. In order to get it you must use a specific technique of bouncing from the wall. Climb on the first beam and turn to the wall. Then run at it and push off to the left. Repeat the same on the second beam.

## Florence - San Giovanni District

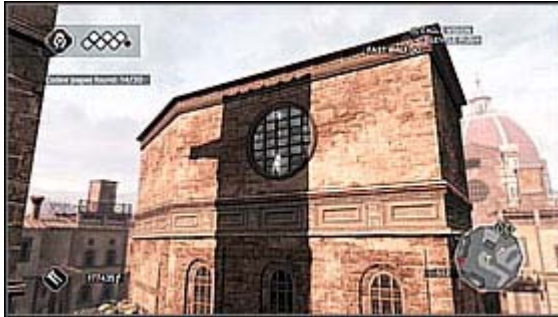


## Detailed description



### Feather #10

It is on a small crane on top of the roof.



### Feather #11

It is located near the towers, in the large circular window. You can enter the building from the street.



### Feather #12

Difficult to find located at the top of the cathedral dome. You have to climb on the cross.



### Feather #13

It is on the eastern wall of the prison. We can find it on a wooden beam on the wall.



### Feather #14

Look for it in the eastern wing of the southern buildings. Located on the bar just near the balcony.



**Feather #15**

Located near the houses near the sea (something like a the pier). Look for it just above the water on the eastern side - it is on the beam between the walls.

**Feather #16**

It is on the roof of the building, on the highest chimney.

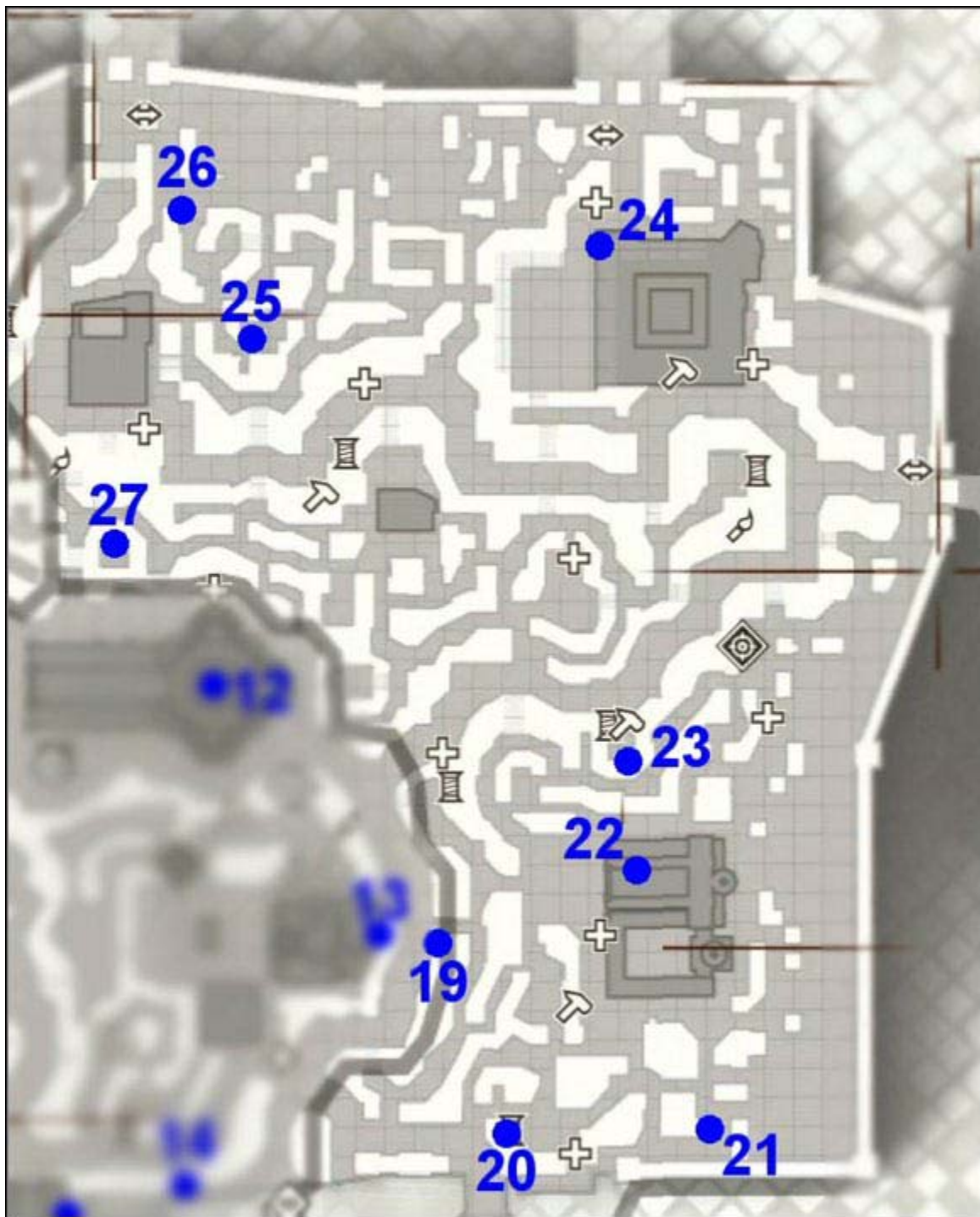
**Feather #17**

Located in the window of a house facing south.

**Feather #18**

It is on the lift on the top of the building near the square with a large tree and a doctor.

## Florence - San Marco





## Detailed description



### Feather #19

Located on the next lift, this time it is located in a building on the border of the district.



### Feather #20

Lies above the local tailor. Just climb on the roof and get to the beam over the shop.



### Feather #21

It is in the southeastern part of the district on a beam that sticks out from the ruins of the house. Just climb on the highest wall and go down on the other side.



### Feather #22

Located on the northern part of the wall of the local cathedral. Climb on the roof and search the northern wall.



### Feather #23

It is slightly below the blacksmith and the tailor, at the top of the building. Climb there using the wooden structure.



**Feather #24**

Located in the northeast house. Look for it on the street – it is on the western wall in the northern part of the building. Feather is hanging above the big door – you will get from the smaller door on the left.

**Feather #25**

It is on the roof of the building on scaffolding.

**Feather #26**

It is located on a beam sticking out from a square piece of the building.

**Feather #27**

It is in the window overlooking on the courtyard.

## Monteriggioni / Villa



## Detailed description



### Feather #28

You have to use your horse to get it. Feather is located on the roof of a small building (western part of the map).



### Feather #29

It is on the roof of a small building in the north-eastern part of the city.



### Feather #30

Located on the large tower near the city gate. It is on a wooden beam directed to the center of the town. To get it you need to get to the grips that are on the tower.



### Feather #31

Go on the roof of the central building (with the flag on the mast). Feather is in the corner of the roof, near the chimney.



## Forli



## Detailed description



### Feather #32

Located on one of the vantage points - a lighthouse. Get on the beams sticking out from the wall - the feather is on the second beam.



### Feather #33

It is on the beam located on the north wall the villa above the port on the map. It's near the lighthouse.



### Feather #34

Located on the last bridge counting from the north, in the docks.



### Feather #35

In this case, you need to get on the walls, using a rope from the nearby houses. Feather is on a beam sticking outside of the city.



### Feather #36

It is on the back wall of the north-western church.





### Feather #37

Located on the roof of the house near the northern tower.



### Feather #38

It is on a beam that is between two buildings.



### Feather #39

Situated on the southern wall of the local temple. You have to climb on the roof.



### Feather #40

To get it you must go on the wall near the one of the tower. The easiest way is to use the rope hanging from the neighbor building.



### Feather #41

Located on the bar on the west wall of the building with water. To get it you have to go down from the wooden balcony on the roof.



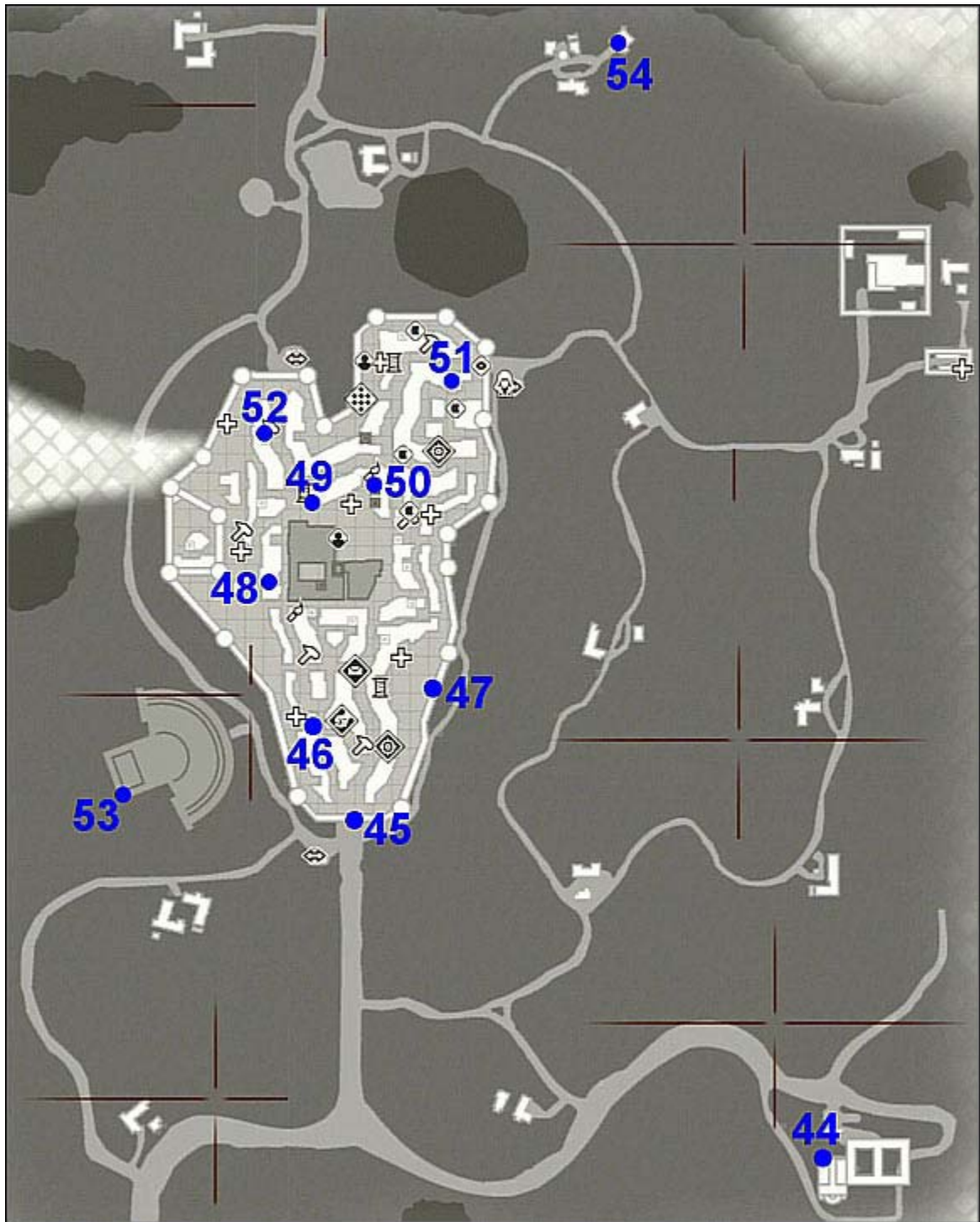
**Feather #42**

It is at the top of the tower shown on the map.

**Feather #43**

Located on the building next to the central of three southern towers.

## Tuscany



## Detailed description



### Feather #44

It is located in south-eastern monastery. Look at the north-western part of the roof.



### Feather #45

It is on the roof of the south gate in the city.



### Feather #46

It is located on the eastern wall of the tower. The easiest way to get it is to jump on the beam from above.



### Feather #47

It is waiting for you on to the south-eastern part of the city wall.



### Feather #48

It is on the western wall of one of the smaller towers (marked on the map). Climb the other side.





### Feather #49

Located on the northern tower in the city center. Climb on the top using some handles.



### Feather #50

Such as previous feather, this one is in a complex of towers in the center - but this time it is located more on the north wall of the eastern building. Is not at the top, but on the beam.



### Feather #51

Lies on a beam that is in the tower located in the northeastern part of the city.



### Feather #52

Located on another tower, this time it is in the northwestern part of the town. Feather lies on the northern wall, on the beam.



### Feather #53

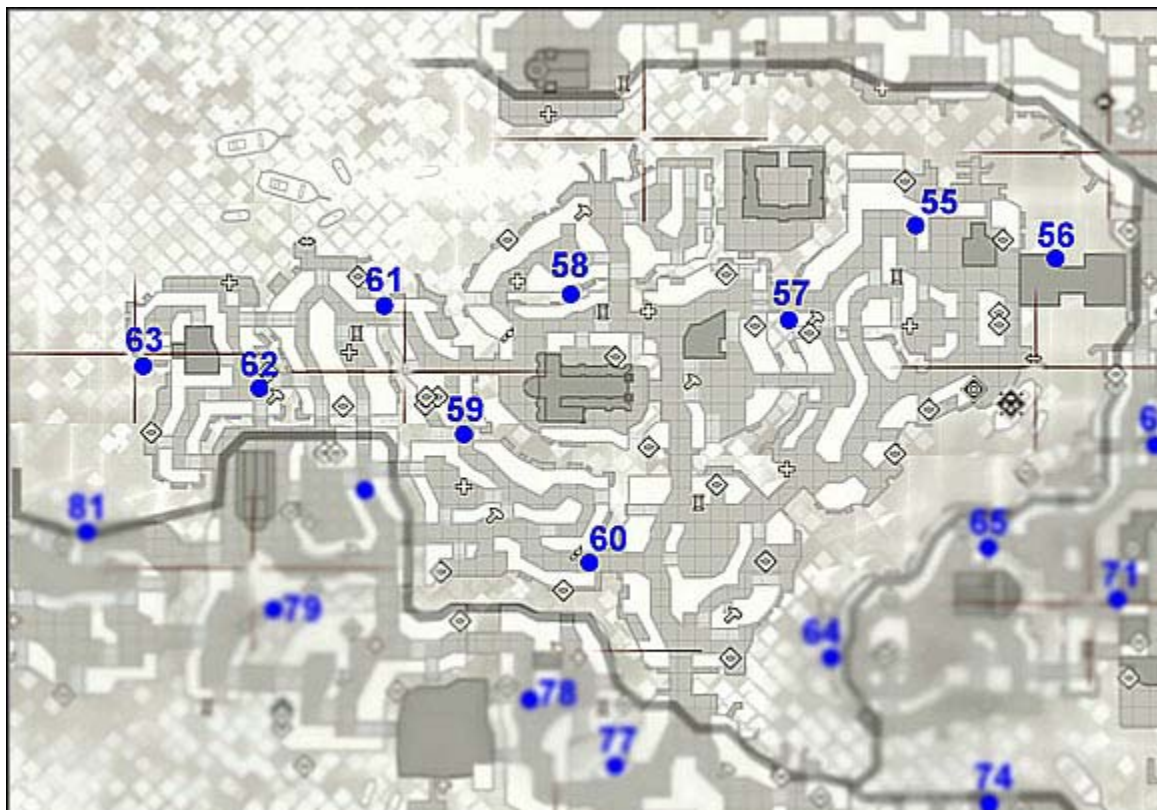
It is the ancient theater in the western part of the city. Go to the western edge of the ruins and look at the columns - feather is on one of them. Jump on the column to get it.



### Feather #54

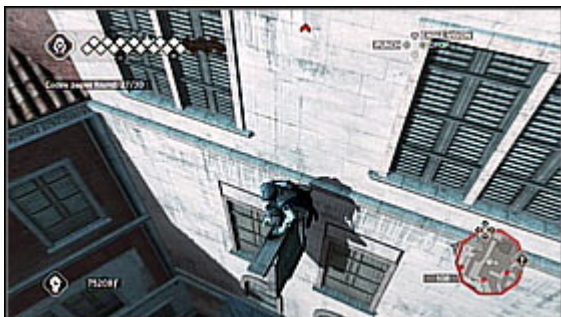
Go to the church located in the north-eastern part of the town. Feather is on the roof, just behind the small tower.

## Venice - San Polo





## Detailed description



### Feather #55

It is located on a beam sticking out from the building.



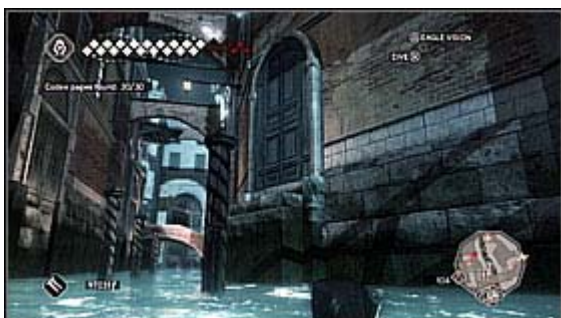
### Feather #56

It is on top of one beam on the north-eastern bridge.



### Feather #57

It is on a beam sticking out from the building, located near the canal (between two bridges). Get there from the neighbor balcony or roof.



### Feather #58

Lies in the canal between the buildings. It is on one of the pillars.



### Feather #59

Located on a beam above the street. Jump down there from the roof.

**Feather #60**

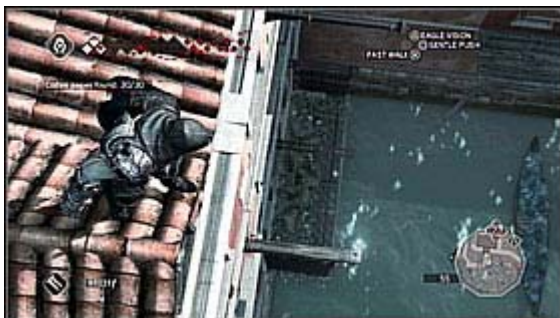
Look for it near the art shop (use map). It is located on the street on a beam which is a part of the bridge.

**Feather #61**

This feather is located on a beam that is over the water, next to the bridge and canal. You can get it from above and from the bottom.

**Feather #62**

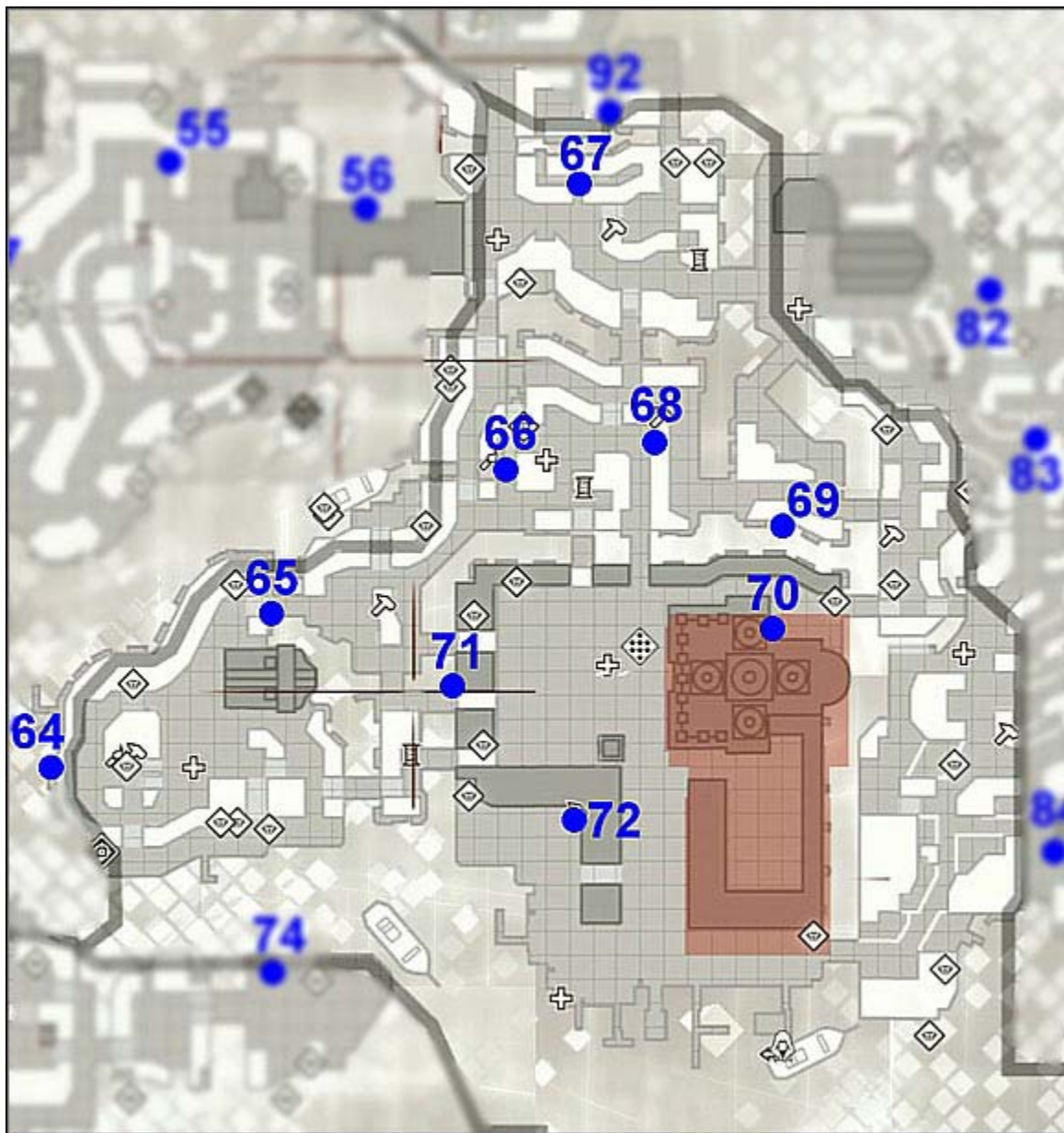
It is on the beam that is over the street. Above the blacksmith.

**Feather #63**

Located in the western part of the district, on the beam sticking out from the wall directed south.



## Venice - San Marco





## Detailed description



### Feather #64

Located on the beam that is directed to the west. The building is located on the border with neighboring district.



### Feather #65

It is situated on a beam high above the bridge.



### Feather #66

It is in the canal on a column. This is a place between a doctor and the art shop.



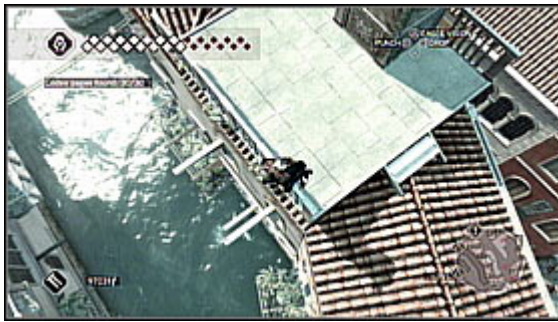
### Feather #67

It is located on the beam (over the street in a shady, narrow alley). To get it you must first climb onto the roof.



### Feather #68

It is located on the west balcony. This is the building with a blacksmith.

**Feather #69**

Located on a beam directed to the south and situated high above the canal. You can get there from the building with a hideout.

**Feather #70**

It is located on the crane in the northern part of the cathedral roof. This is near the place where you can jump on the roof using boxes and scaffolding.

**Feather #71**

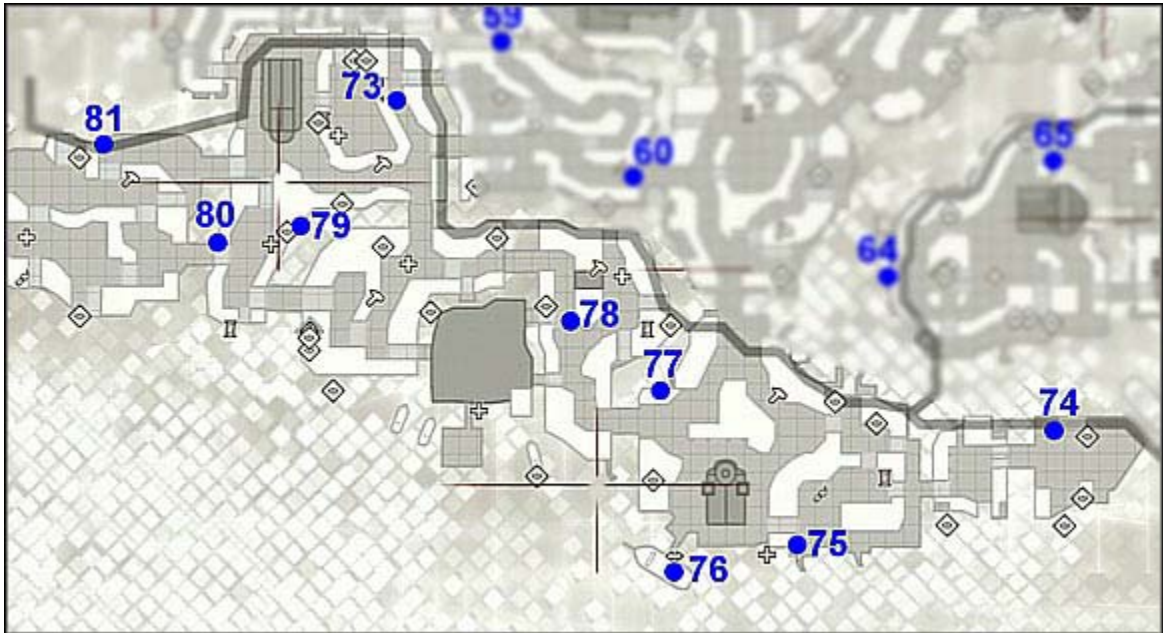
Located on the balcony in the west wing of buildings that are surrounding a large courtyard.

**Feather #72**

Look for it in the south wing of the buildings that are surrounding the courtyard. The easiest way to get there is from the roof – feather is on the beam is directed south.



## Venice - Dorsuduro





## Detailed description



### Feather #73

It is on the beam between the buildings, high above the street.



### Feather #74

It is located on a small building / tower near the canal. Beam on which it is places sticks out from the solid wall, so you have to get there from the roof.



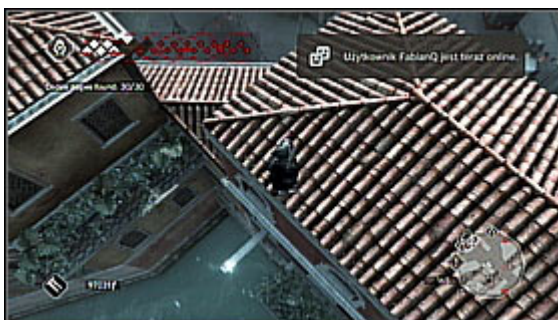
### Feather #75

Feather situated on the next beam, this one is pointing to the east. Under it, there is a small courtyard with a fountain.



### Feather #76

Easy to find, because it is on a higher ship mast ship located near the church.



### Feather #77

Located on the back of two houses connected in a strange way. From the canal.

**Feather #78**

On a beam between buildings (above the street).

**Feather #79**

Look for it on the beam over the canal.

**Feather #80**

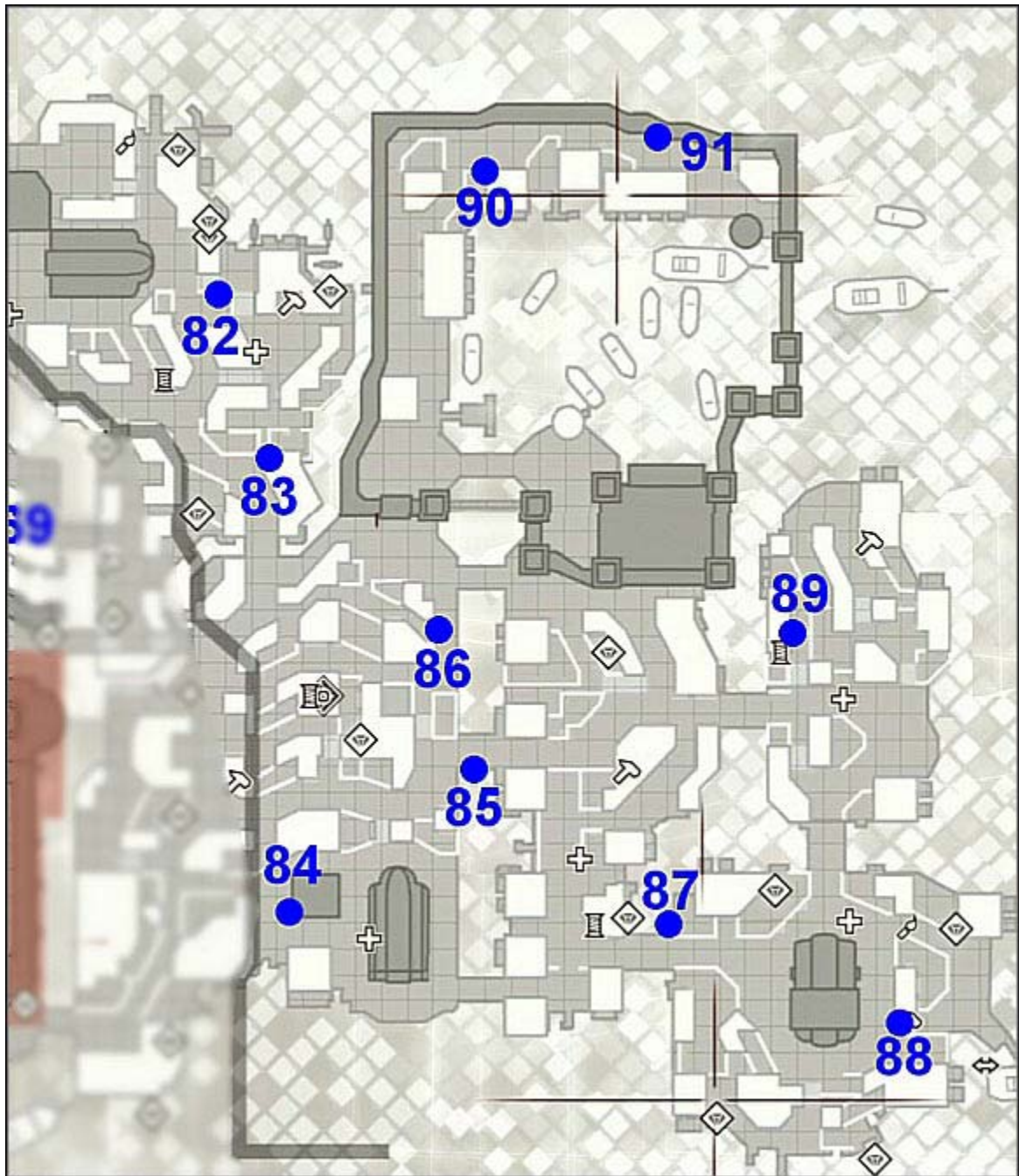
The net feather is placed on a beam, over the canal. In the area you will see couple of carnival sashes.

**Feather #81**

Beam that is over the water. Blacksmith has his workshop there. Get the feather from the roof.



## Venice - Castello





## Detailed description



### Feather #82

It is on a beam near the bridge that is hanging on a rope. The easiest way to get it is from the nearby rooftops.



### Feather #83

It is on the beam directed to the north. It's easy to get when you are walking on the roofs.



### Feather #84

Placed on a beam that is directed to the west side.



### Feather #85

It is on a wooden "roof" above a small bridge.



### Feather #86

It is situated on one of the several beams directed east. The building is standing near the canal.

**Feather #87**

It is on beams above the wall that is surrounding courtyard near the canal. Nearby you will find one of the major bridges in the district.

**Feather #88**

Located on the beam just above the local blacksmith's workshop.

**Feather #89**

It is above the street on a beam. Nearby you will find a hanging platform.

**Feather #90**

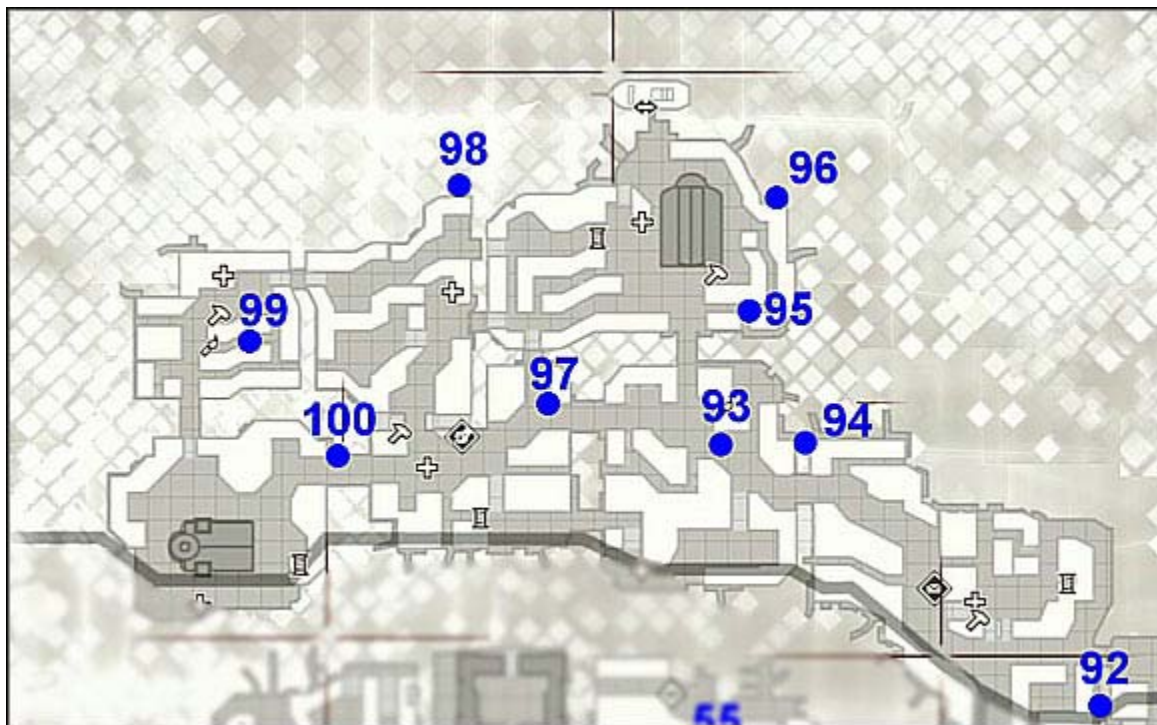
It is on beams between buildings in the military part of the district (you can enter this place from the south).

**Feather #91**

Located on the beam in the military district (you can enter this place from the south).



## Venice - Cannaregio





## Detailed description



### Feather #92

Above the arcs located between two buildings. Below you have a canal (on the top of one of the houses where is a guard).



### Piórko #93

Situated on the beam above the street. Below, you will find a speaker.



### Feather #94

It is in a gap between buildings. You will not see the feather from above - you must jump into the water and then climb up.



### Feather #95

On the beam above one narrow street (actually there is a crossroads).



### Feather #96

Located on the beam directed north. You can get to it from the roof of the building.

**Feather #97**

It is on top of the building with the lift.

**Feather #98**

Located on a beam directed to the north (it is not visible from the street).

**Feather #99**

Situated above a very narrow street (on a beam).

**Feather #100**

Located on the wooden "balcony" on the building near the bridge.

## Reward



Complete set of the feathers you have to **deliver to the villa (Monteriggioni)** – the chest is located in **the room upstairs**. [1] In return, **Maria** will give you **a cape** (it is required to complete one of the challenges / trophies).



# Glyphs

## Introduction

**Below you have locations of all Glyphs** in the game (sorted) by locations / cities. A small note: you can explore them in any order, because the puzzles are not assigned to specified glyphs.

# Florence



## Glyph #1



It is located on the **inner wall of the north tower of the indicated the building**. [1] You will see some pictures and you will have to find some similarities. It is the presence of **apple** mark **all the paintings with the fruit** (*The Fall, Idun and the Apples, Judgement of Paris, Atalanta and Hippomenes, Hercules in the Garden of the Hesperides*). [2]

## Glyph #2



It is in the **northeastern end of the market**. [1] To unlock the material we have to arrange 3 puzzles with Queen Elizabeth I, Napoleon and Washington. [2] Start with the face and then match the rest.

## Glyph #3



It is located on the cathedral near the feather (**on the north, side wall**). [1] In this task we have to use a special view to find a spherical object. [2] In the first image it is **below a third man from left**. At the second one **it is just below the head of a man hanging upside down**. On the third one **man in the center has it**.



## Glyph#4



Located **on the roof of the northeastern villa**. [1] In the puzzle you need to re-target all objects. In the case of the picture from Vietnam look at the **soldier and his weapon**, k- the answer is in it's visible end. In the photograph from France you have to point **a gun in the center**. In the case of South Carolina painting, you must focus on **soldiers with bayonets** – the answer is at the end of their row. The last image contains some men - one of them holds a **flaming ball**, which you have to point. [2]

## Glyph #5

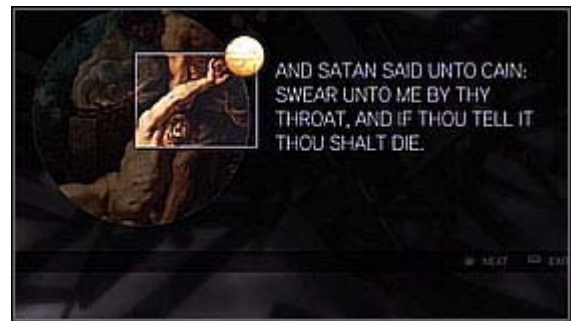


Located on a **small, distinctive house**. Its upper part is decorated with plants. [1] In the puzzle, you have to identify the person, that is holding a symbol of power (sword). So choose images of: *Perseus, Greece, Attila the Hun, Eurasia, King Arthur, Sigmund, Norse, Joan of Arc, France*. [2] In the second part guess on which paintings characters have a stick (*Shabataka, Egypt, Peter, Jerusalem, Moses, Egypt, John the Baptist, Jerusalem, Alexander the Great, Macedonia*).

## Monteriggioni / Villa



### Glyph#6



Located on the top of south-western wall of the villa. [1] The riddle is quite simple – move the wheels to arrange the images. [2] Some **double objects** can be difficult, but just focus on aligning the center to the immovable fragment. In the fourth puzzle do it in another way.

## Forli





## Glyph #7



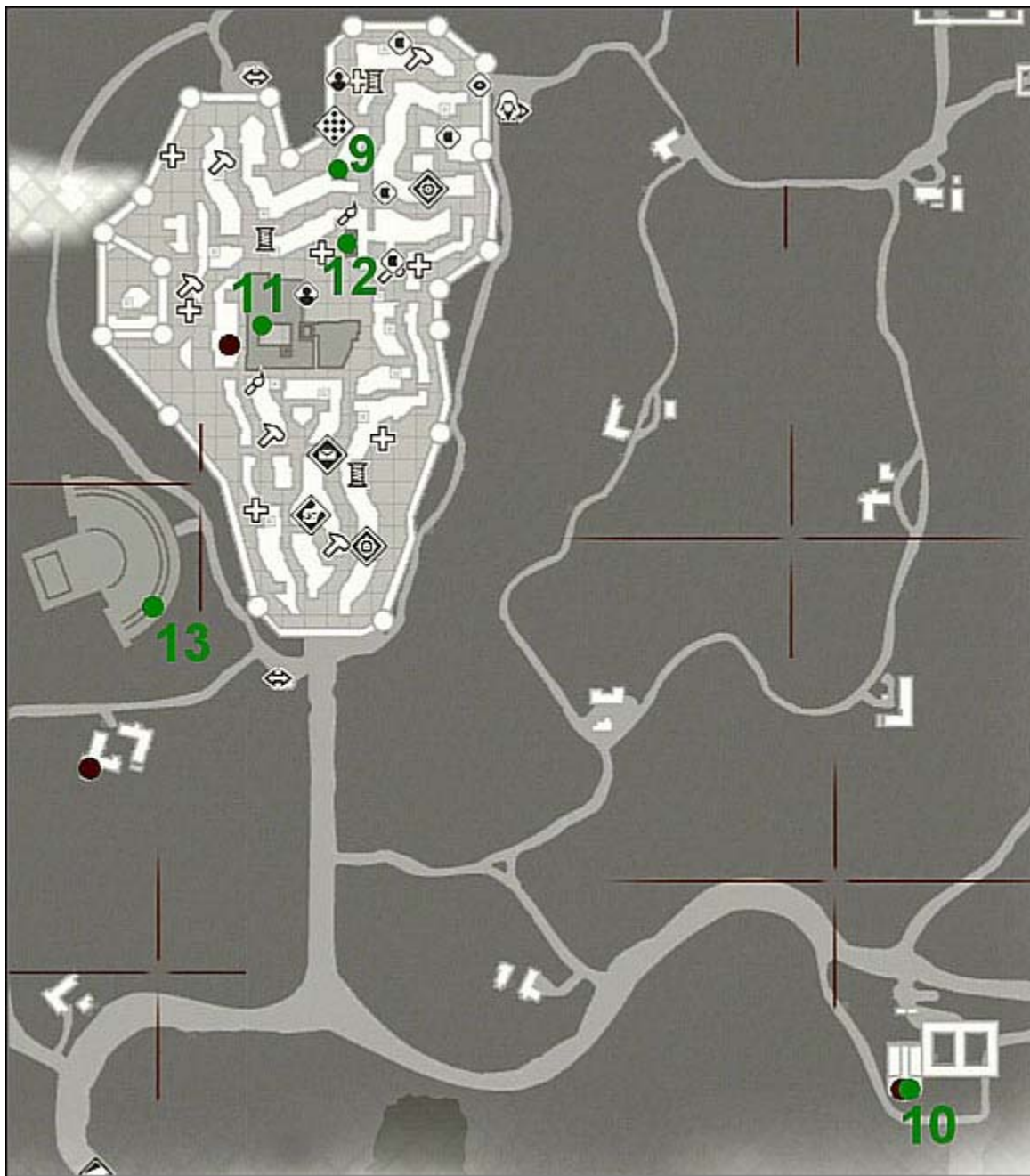
Located on the **north-eastern lighthouse**. [1] Glyph is on the middle level of the building – we can get there by moving on the edge. In the first part of the puzzle guess which images have some red accents (*Jason, David and Goliath, Jesus Christ, Joseph, Christ Disrobed*). In the second part you are looking for the object from the right. [2]

## Glyph#8

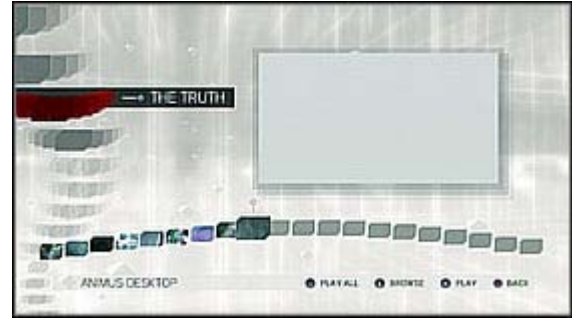


It is in the courtyard of the **local temple**. [1] In this puzzle you have to use your **ears** – if the sound disappears you are getting close to the target. On the first photo target the area in the upper half of the stick held by the character. The second picture hides its secret **near the sword and a skirt**. [2] In the last puzzle move a fire at a woman (picture on the left). Then move one image to another.

## Tuscany



## Glyph #9



It is located on one of the **most characteristic points in the city**. [1] In this puzzle you are looking for some objects. On the first picture it is in a **man's coat**. On the second one, choose **heart of the lying man**. In the last phase you must to guess the password – a hint says that  $6 = 1$  so assign the six to one and manipulate the wheel on the right (R2). You will be able to know other pairs (312). [2]

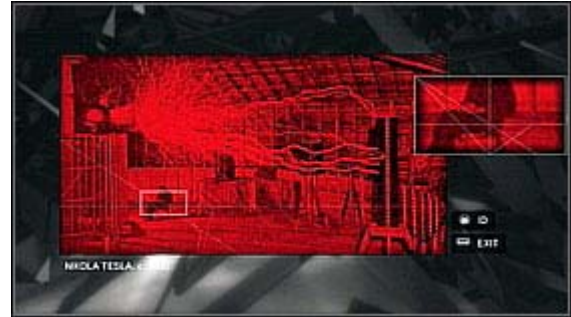
## Glyph #10



It is on a **tower of the south-eastern monastery**. [1] In the first puzzle you have to search the **space left of the moon** (below the screen) and point the proper object. Then you will get a much more difficult puzzle - turn the wheel and this will change to a symbol. First, adjust the smallest element to the white center (look at the fissures). Then, do the rest. Remember **that the smallest circle you can always rotate by targeting it**. [2] At the end you will get another picture - the object we are looking for is in the **shadow**.



## Glyph #11



It is situated between **the characteristic towers in the center**. But it is not on them, but at the bottom. Under the roof with columns. [1] In the first puzzle **you have to light all the elements with the lightning**. Now discover the hidden object – **it is above the door between two black windows**. At the next photo use a special view and **mark a man on a chair**. [2]

## Glyph #12



It is on the wall between **two towers in the city center**. These are north-eastern towers (if you will think about these complex not the whole district). [1] Riddle: first you will get the same puzzle as before - a three-digit code to guess. On the left you have a hint ( $4 = 1$ ). Enter the code (**240**). Then **light a bulb with a flying dollar sign**. [2]



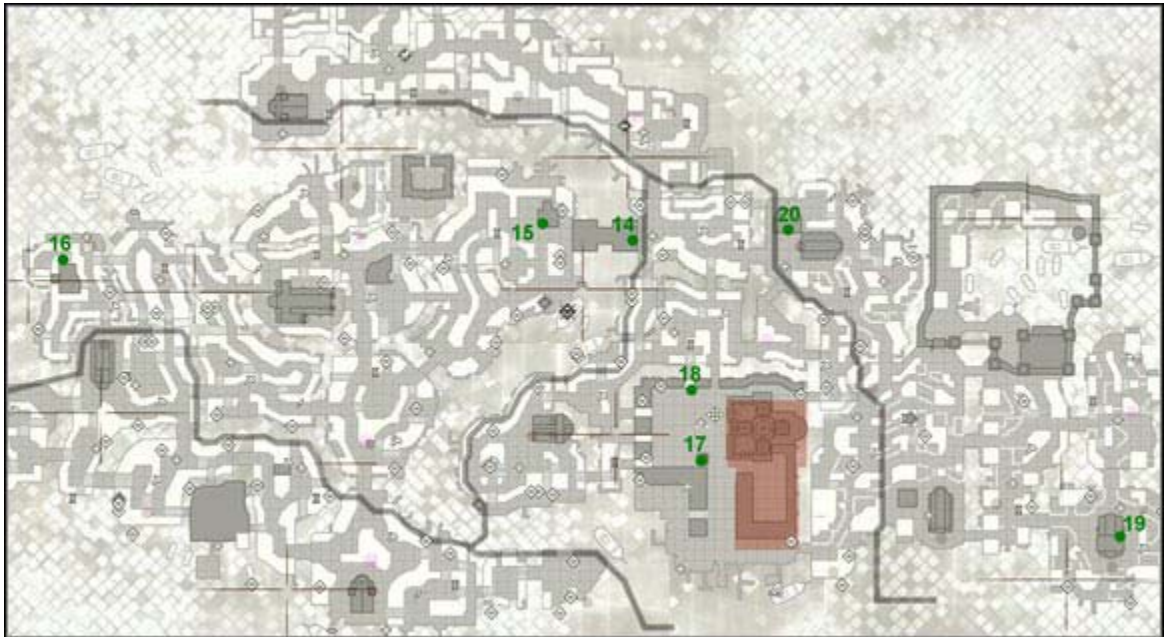
In the next image choose **glowing ball held by the man**. [1] You have to solve another riddle. You have a hint on the car on the left and on the newspaper. Enter code (**1 - two dashes and a dot, 3 - three dashes, 9 - dash and two dots**). [2]

## Glyph #13



It is in the **ancient theater in the city**. [1] In the puzzle the hint is on the photos. Enter the code (**5 - circle and two squares, 2 - circle, 9 - triangle**). [2] Then click the red button. Look at a blank piece of paper and look for the code.

# Venice



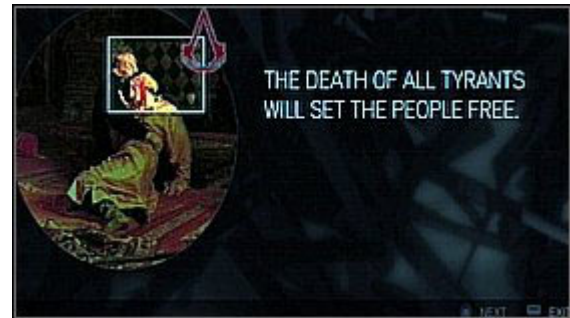


## Glyph #14



It is located **under the bridge marked on the map** – you can get to it swimming under the beam. [1] In the puzzle **you have to select paintings with some sexual scenes** (*Cupid and Psyche*, *Danae Visited by Zeus*, *Jupiter and Io*, *Rape of Europa*, *Leda and the Swan*). [2]

## Glyph #15



It is **not far from the bridge under which you have found the previous Glyph**. This time go to the next building - at the top there is a **small dome and a statue**. Under it you find a mark. [1] Now, solve one rotary **puzzle** [2] a then **move the cursor over all parts of the world map**.

## Glyph #16



It is in **north-western part of the city on one of the buildings**. Wall, on which the sign is, is directed to the east. [1] Solve the riddle by pointing the correct name (**Tunguska**) [2] and then **mark the picture**.

## Glyph #17



It is located **on the top of the large tower near the huge basilica / palace**. [1] Climb there and look at your feet - the sign is on the floor. Find the code looking on the pictures (**7 - a shape similar to a space craft, 9 - horizontal hourglass, 1 - circle in diamond**). [2] After this search the right upper side of the house in the photo.

## Glyph #18



It is **near the previous Glyph**. On another tower on the floor. This time tower is much smaller and situated near the cathedral (this is the part of a larger building). [1] It is another puzzle with characters and numbers. Enter the code (**see picture above**) [2] and (on the next screen) **activate all objects**.

## Glyph #19



Located **on the wall of the temple on the southeastern edge of the district**. [1] In this puzzle **you have to select images, in which the sun is honored** (*Aztec Calendar Stone, The Eastern Gate, Nazca Textile, Book of the Dead, Sistine Chapel Ceiling Fresco*). [2] Then target the object on the map of the sun.



## Glyph #20



Located **on the back of the building** (on the roof). [1] This is the solution of the first puzzle: [2]

- Rotate **fifth** ring twice to the left
- Rotate **fourth** ring twice to the left
- Rotate **third** ring twice to the right
- Rotate **second** ring five times to the right
- Rotate **first** ring three times to the left



Select the image of the **sun**. [1] In the case of matching numbers and characters you can choose **any sequence** (look at the hint). [2] **At the end you have to repair the whole construction.**



# Dungeons

## Florence – Novella's Secret



This dungeon is a **part of the main quest**, so you have probably done it. Jump over the wall and get to the temple. [1] Get close to the **shining skull and activate it**. [2]



Your task is to pass through the catacombs of **Santa Maria Novella**. In the first room you must **use the lever located on the right**. [1] Use beams to jump over the broken stairs. [2]



On the other side (at the top) you will find **another lever**. [1] Activate it and turn yourself - you have to jump through the corridor in the middle pillar and then turn right. [2]



Now, again, you have to use beams. [1] At the top, there is **the next mechanism**. [2]  
Downstairs the door will open - go there.



You'll see few soldiers there. Climb using some damaged columns and wall. [1] Kill the first opponent who is near the stairs. [2]



Run up and kill another enemy. [1] Now you have to get to the **other side of the room to the next mechanism** – again you will have to use beams. [2]



**Activate the mechanism.** [1] It will appear that there is one more. You have to go up to get to it. [2]





To get to the **second mechanism** you have to use a **coffin with a skeleton that is hung on a rope** and then use beams. [1] Use the switch. [2]



You have some soldiers downstairs - you can finish them one by one, fight them with swords or simply try to sneak near them. [1] There will another person near the door – **he will start to run, so you have to chase him.** [2]



Opponent will shut some gates before your face, so you must be cautious. If he will do it, simply **find another way to pass.** [1] At the end, run on **rocks on the left** and **jump off to kill the guard.** [2]





If you will fail – there is nothing lost. You will have to kill several soldiers in the next room.  
[1] After the fight **use skull located near the portal.** [2] Now listen the conversation.



Going deeper into the labyrinth you will find **thee treasure – open the sarcophagus with the skull.** [1] Now, exit the catacombs. [2]

## Florence – Il Duomo's Secret



The entrance to the cathedral is located in the city **center** [1] from the north side. [2]



Start climbing from the white **bench**. [1] **Climbs to get to the platform**. [2]



Turn right – you will see the way. [1] Jump from the beam on **chandeliers**. [2]



Standing on the chandeliers rotate backwards - you have to **go back now**. [1] Then turn left towards the **ladder located on the wall**. [2]



Get on the shelf with stained glass and rotate - now jump on the **beam** and swing. [1] You will land on the next beam - jump on the next platform near the second stained **glass window**. [2]



You will have to jump on the railing again. [1] A little further swing to hit the chandelier. [2]





From chandeliers get to a wooden platform located in the middle. [1] Birds on the edge will “tell” you where to go – you have to go back a bit. Now you can go on the shelf near the window. [2]



Climb to a higher part of the shelf. [1] Before you will swing turn your character to land on the chandelier. [2]



Climb to a higher part of the shelf. [1] Go deeper into the church and jump off on the **platform with the ladder**. [2]



Jump on the railing and turn right. Jump on the **huge music instrument**. [1] Then to the railing and on the chandelier. [2] Using the next beam to the second instrument.



Return to the middle railing and go further until you will see the platform hanging from the ceiling. [1] Jump on it then and then on the beam where you will be able to reach the handles. [2]



Above, head towards the shining wing of the church. [1] Here, climb using windows and get to the higher level. [2]



Go back to the center and turn left – **jump on the hanging platform** and come closer to **pigeons**. [1] Get to the second lighted aisle and climb using windows. [2]



Go to the left and jump to the balcony. [1] Then jump on the platform that is hanging over the abyss and then get to the second balcony. [2]





At the end of the second balcony there is a ladder leading to the top. [1] Jump around the room using beams sticking out from the wall. On the other side climb using some **missing bricks**. [2]



At the top make a big jump on the central platform. [1] Use two ladders, take all treasures [2] and go using the window.

## San Gimignano – Torre Grossa's Secret



Dungeons in **Toskanii** are located in the **heart of the city**. [1] To enter them you have to use the skull located in the **eastern part of the building**, in a narrow street. [2]



In the first room, move around the edges [1] and activate the **switch**. [2]



In the second one finish **three soldiers**. [1] Now look for the shelf with some barrels from which you will be able to jump on the beam and then on the platform. [2]





Jump right onto the beam that is under the wall made of timber. [1] Move to the right to get on the platform, then jump to the left on the next beam. [2] Now you can get to the **elevator**.



Use the stairs and grab the edge located above to jump down on the guard. Then get onto the **chandelier** [1] and catch the rope. [2] You will find yourself on the platform. Jump to the next part of the dungeon.



Opponents from the bottom can be lured and killed - they will not interfere with your plans. [1] At the top move right using **logos**. [2] When you will be above, finish some guards.





Run to the opposite part of the room and turn right – jump to the bridge. [1] Move up using a rope. [2]



When you will be in the center of the room, balancing on a rope, swing to the right and jump on the **railing**, to kill a soldier who will probably already notice you. [1] Before you will move further through the door, you can attempt to acquire the secret chest (containing 250 gold). Get to it using the handles above the doors on the second floor. [2]



Now get to the railings near the ceiling [1] and go to the opposite corner of the room. [2] From there, jump on a beam and land on the second floor. Then go through the door.



Time to climb on tower - jump on the next **wooden stairs** so that the archer won't be able to see you (the camera will show his movements). [1] Kill a soldier and **ruse the ladder**. More acrobatics moves will be necessary here - at some point you will be able to use handles. Climb using them when you will be sure that guards will not see you. [2]



Climb on the **window to get to the handles on the left**. [1] Then get on the beam and go to the other side. [2]



On the other side of the beam you will find another handles. [1] Use them and climb to room at the top. [2]



Take the treasure from the sarcophagus [1] and exit through the flap in the roof. [2]



## Forli – Ravaldino's Secret



Fortress is located in the **southwestern part of town**. [1] The entrance is "from behind" - **swim there**. [2]



In the water climb on stairs and jump ahead. [1] Get on the chest located in the corner and climb on the beam above. Now, jump on the platform. [2]



From there, jump to the next platform and turn back to the center - jump using beams. [1] When you will reach the end **activate the mechanism** and jump through the open door – **you have only few seconds to get under it**. [2]



On the other side of the gate go down to the room with the water and **swim under the grate**.  
 [1] Grab the beam near the wall - then jump higher to the opposite edge. [2]



Jump between parallel beams [1] until they will begin to turn right. [2]



At the top you will see a soldier - of course, kill him. [1] Get out of the well and turn left - jump on the beam on the opposite wall and eliminate your enemies. [2]



Go through the wooden wall and jump to the next beam. [1] Here again kill some enemies. Go to the wooden ledge and jump above it. [2]





Go to the opposite platform above [1] Quickly **activate the mechanism** and run towards the opening grates using the beams. [2]



Soon you will find a similar theme – **a mechanism that opens only for a moment**. Act quickly. [1] Then you must go left to the open passage. [2]



Run down through the corridor and climb on the railing. Kill the guard who is patrolling the corridor and run down. Eliminate all enemies. At the end of the lower room there is **a bag and wooden structures**. [1] Climb using them and jump on the stone floor above. [2]





Continue to climb. [1] In the ruins there is a mechanism - the doors are high above. [2]



First, jump on a **low wall** near the mechanism and enter the next located a bit higher. [1]  
Jump left and land on the ledge. [2]



Get to the beam. [1] Grab the column above and jump to the opposite side. [2]



There, climb on a wooden platform [1] and then jump on the beam leading to the door. [2]



Behind the door open sarcophagus [1] and exit through the hole in the floor. [2]

## Venice – San Marco's Secret



You won't be looking for this basilica for a long period of time – **is huge**. [1] Entrance is on the **roof in the alley**. [2]



When you will be inside run to the **altar with the treasure** and use the **skull**. [1] Four attempts will appear. [2]

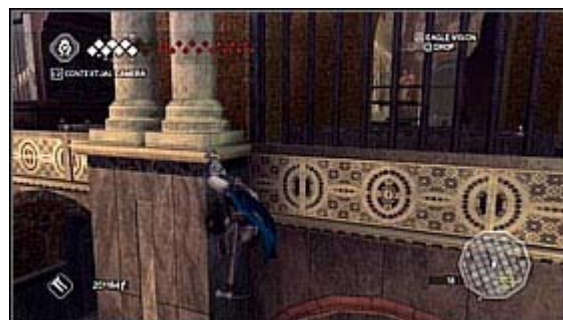


Sand on the **first of four stone buttons** (from the altar). [1] This will activate a a small sub-level. Run over the altar, and **get on the roof with stone columns**. [2]





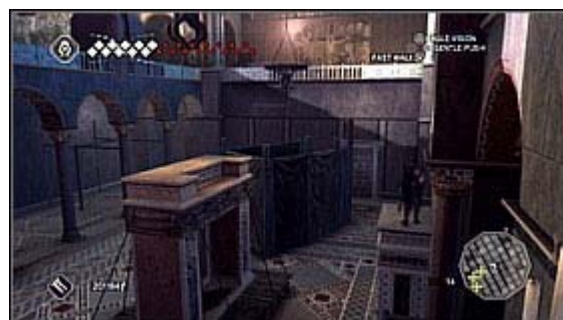
Jump over the coffin and land on the roof [1] then turn right and go to the balcony [2].



Run few steps and land on a stone statues – now get to the other side. [1] At the end catch the edge and move left. [2]



Jump on the music instrument and land on the object. [1] **Now enter the button that is right to the coffin.** [2]



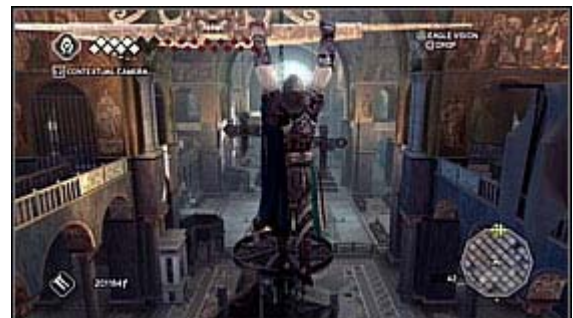
Jump to the right and climb on the balcony. [1] Then move to the white long object in front of you. [2]



From the center object get on the pillars [1] and go using them to the end. Then jump on the ledge above the door and land on the edge right under the arch. [2]



Move right and then use the handles to get to the balcony. [1] At the top run to the chest located in the corner. [2]



Move away from them and grab the edge. [1] Then move right to the beam and catch the mechanism. [2]





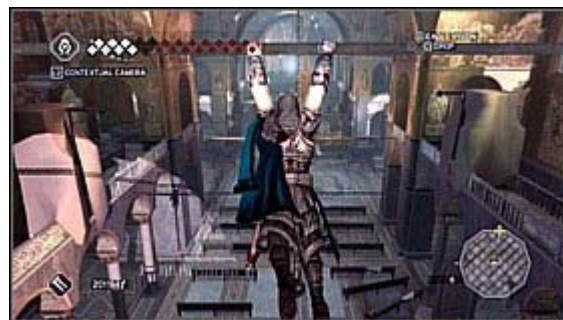
Now stay on the button hat is far away from the sarcophagus. In this case, jump on the curtain with paintings. [1] Then jump on the roof under the arch and turn right. [2]



Jump on the column and move to the next beam. [1] Use this beam to jump to another one. [2]



At the end land on the roof and use handles. [1] Climb on the big cross. [2]



Bounce back on the rail [1] and swing to the mechanism. [2]





Launch **fourth mechanism**. Now, jump on **tables on the left and then on a railing**. [1] Go toward the round window. Land on a square platform hanging from the ceiling. [2]



Jump on the white wall and go right. [1] At the end land on the roof of the altar and turn right. Get to the handles on the other side. [2]



Climb to the balcony [1] and turn right - you need to jump to the opposite side using two crosses. [2]



On the second balcony turn right and jump on a beam. [1] Get under the yellow-colored window - climb on it and jump on the mechanism. [2]



Now we go to the chamber [1] and get the next stamp. [2]

## Venice – Visitazione's Secret



Building that is hiding this secret is in the **south-western part of the city**. [1] The entrance is in the **tower wall on the roof**. [2]



These dungeons differ slightly from the previous one – they are similar to the first one. At the end of the corridor, jump into the hay - you'll hear the conversation of two Templars. Kill one of them and chase the **second one**. [1] He will be closing gates but you will be able to get above him. Then kill him jumping on his back. [2]





If you will succeed you will pass the guards - if not, you will have to fight with them. Activate the next skull. [1] In the second phase there will be a **mechanism that runs 4 rails**. You need hang at all of them - only then door will open. [2]



The run is not too difficult - the route leads around the room. What is important is that in three places you need to jump on the railing or beam. When you will be at the end the door will open. [2] Take the stamp and exit.

## Reward



For the reward you have to go to **Sanctuary** in your villa (enter from the **Mario's office**). [1]  
Downstairs put items in **6 statues** and that will give you the **Altair's armor**. [2]

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